

FOREWORD

Welcome to the new Armies of Antiquity. These lists tie in with the new second version of Warhammer Ancient Battles. They draw on both historical sources and the work of the writers of existing and future Warhammer Ancient Battles supplements, and I would like to thank John Bianchi, Alex Buchel, Allen Curtis, Mike Evans, Warren Gleeson and Jeff Jonas for making their work available for use. I have also trawled the WAB-related web fora for good ideas.

I would particularly like to thank Tommy Brown, Alex Buchel, Jean-Baptiste Folley, Tim Haslam, Yannick Meyer and Mark Muslek for their help with thrashing out the points system, proof reading and generally catching mistakes. Those that inevitably still haunt the following pages are definitely not their fault!

Martin Gibbins

INTRODUCTION

The aim of this book is to increase the number of armies for which Warhammer Historical army lists are available, and at the same time to provide them in a format where the same points values are used across all lists, allowing “out of period” games on an equal footing for those who wish to indulge in them. Players should of course note that some out of period pairings are too extreme to give a good game, and opposing Gallic warbands with French Ordonnance knights and artillery, for example, is an experience best avoided.

The book is not intended to replace the detailed period supplements, and anyone with a keen interest in a particular period is recommended to study the relevant supplement and use the more detailed army lists therein. These lists do not have the special supplement rules that can impart a particular period flavour. A number of additional rules are utilised, and are listed below. There are also some rules amendments for which there was insufficient space in the main rulebook, and in the appendix, players will find the rulebook errata to date collected together.

Some lists will cover an army over a considerable period of time and others may focus on a specific time, possibly representing the army under its most famous commander, or at the peak of its success.

Readers will note that there are no chariot era armies in the book. This self-contained sub-period will be the subject of a separate document.

CREATING ARMIES

ARMY SIZE

A 2,800 point army created from these lists will be the same approximate size as a 2,000 point army created from a period supplement.

GENERALS

All armies should have a general, though this is not compulsory unless the army list specifies otherwise. This can be either a general character as listed, or a senior officer, who can be upgraded to make use of the *Army General* special rule for +50 points. This option can be particularly useful in games with a smaller points total.

UNIT LEADERS

Unless the list specifies otherwise, any formed unit may have a leader, standard bearer and musician at +5 points each. However *Light Infantry* units that choose to skirmish in an engagement may not make use of their standard bearer or musician for the duration, should they have them. Skirmish units may only have a leader.

SPECIAL RULES

Any special rule applying to the troops is written in italics, e.g. *Stubborn*.

WAR MACHINES

In all lists, war machines may only be taken at the rate of 1 per 1,200 points, regardless of the percentage points allocation for the section in which war machines appear, unless the list specifies a different ratio.

ALLIES AND MERCENARIES

Any troops listed as “Allies and Mercenaries” must obey the *Allies and Mercenaries (Unreliable)* special rule, unless the individual list states otherwise.

Where an army is stated to be able to take allies from another list, then the allied contingent can include characters from that other list, including an army general if desired. That general has no effect on troops from the main “host” list.

WARHORSES

Some characters or troops types are indicated to be able to ride warhorses. Wherever this is shown, the profile of the warhorse will be as below, at a cost of 16 points before any modifications within the list.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3		3			3	1		16

CHARACTERS MOUNTED ON MODELS

When a character is mounted on a chariot or an elephant, both models will shoot and fight. For example an Egyptian Pharaoh mounted in a light chariot will have four shots (Pharaoh and chariot warrior, both firing twice) and four attacks (two from Pharaoh and two from the chariot warrior).

TROOP PROFILES

The movement rates shown in troop profiles include any necessary adjustment for the encumbrance of their standard equipment. You will need to adjust for the encumbrance of any optional equipment that you add.

ADDITIONAL RULES

Allies and Mercenaries (Unreliable)

This rule affects the start of turn.

Many armies include troops who, for various reasons, are less reliable or committed to the general's cause than the majority. In most cases these will be allies whose loyalty lies with their own commanders, or they may be mercenary troops who fight for pay. Many a misfortune has befallen the general who didn't pay his hirelings!

A player fielding *Allies and Mercenaries* must throw a D6 for each such unit at the start of his first turn. On a throw of 2-6 the unit will move and fight normally without further difficulty. If a 1 is thrown, the unit refuses to obey the orders of the general, and will not move, nor shoot except at enemies charging it. It will fight as normal to defend itself if attacked. On subsequent turns the roll is repeated, until a result other than 1 is obtained.

Allies and Mercenaries cannot make use of the army general's leadership nor of the army battle standard. They still take panic tests if the army general dies, or if units not affected by the rule break and flee from combat.

The general or other characters may sometimes be allowed by the army list to join and lead these troops.

Bow (p.90)

Units armed with short or composite bows can use the Massed Missiles rule as explained on p45.

Mounted units armed with composite bows may shoot with them during a charge or counter-charge. Any unsaved wounds so caused are counted towards combat resolution, but do not cause the usual panic test for 25% shooting casualties.

Mounted troops also armed with thrusting spear, kontos or lance may not shoot their bows while charging or countercharging, but if their unit is a *Combined Formation* with archers in the rear ranks, these may shoot using *Combined Formation rule 4* even though moving.

Characters (page 79)

Characters do not take panic tests due to having fleeing friends within 4" at the start of the move.

Combined Units

Some armies form composite units with a superior troop type at the front and inferior types filling out the rear ranks. The individual army list will indicate the proportions of the two types allowable. So long as at least half the front rank figures are of the superior type, the superior leadership and saving throw applies to the whole unit.

Every second missile casualty scored on the unit removes a superior figure; in combat enemy troops in base contact with the superior type must fight against them, but surplus casualties are "carried over" to the other figures.

Different Weapons

This rule affects Combat.

Some units may have figures armed with a variety of weapons. The normal rules apply to each weapon- so double handed axe men will hit after all other figures have

struck, figures armed with throwing weapons in the second rank may strike in the first round of combat, etc. As a result of the different weapons some figures may have different armour saves than others. In close combat always use the saving throw of the majority of the front rank, when resolving missile fire use the Saving roll of the majority of the figures. Usually the owner of the unit decides which figures to remove as casualties, but the other player may elect to make attacks against specific figures if he wishes.

Eastern Shock Cavalry

For much of our period, the art of mounted warfare was considerably more advanced outside Western Europe and cavalry were trained to perform a greater number of battlefield evolutions. Troops designated as Eastern Shock Cavalry therefore benefit from the following rules:

1. They gain a +1 rank bonus for a complete rank after the first in combat resolution, in a turn in which they charged or counter-charged.
2. They may Give Ground voluntarily if they win a round of combat, but do not break their enemy. They may do so even if they cause the enemy to Give Ground.

Eastern Shock Cavalry that take barding of any sort revert to Shock Cavalry.

Mixed Armour

This rule affects combat and shooting

In some formations, the front ranks were better equipped than the rear ones, so part of the unit may wear armour while the rest does not. When shot at, such a unit uses the saving throw of the better armoured troops, so long as at least half of the front rank is so equipped, while casualties are removed from the rear ranks. In combat blows are struck against the figure in contact with the striker, and the appropriate save used.

Mixed Weapons

This rule affects Combat.

Troops armed with mixed weapons may re-roll any failed to hit rolls once in the first round of combat. Mixed weapons are defined as being armed with a hand weapon, such as a sword, axe or short spear, and javelins, so they may shoot with these in the Shooting phase.

Nomad Cavalry

This rule affects Deployment, Shooting and Charge Reaction.

Troops designated as *Nomad Cavalry* have the *Expert Horseman*, *Parthian Shot*, *Feigned Flight* and *Special Deployment* rules.

Oracles

This rule affects combat.

Early Greek and Macedonian armies were prey to superstition and rituals designed to influence the Gods to favour them. To reflect this, these armies use *Oracles* in place of unit and army standards. Players roll a random number of *Oracle* points using one D6 for every 1000 points in the army. Fractions are lost, for example a 2,300 point army would roll 2D6 and a 1,500 point army would roll D6 *Oracles*. An *Oracle* point

is used to affect combat and leadership and upon use, each point is deducted from the *Oracle* pool.

A unit may use one or two *Oracle* points to add up to +2 to a combat resolution result. A unit may use an *Oracle* point to re-roll a failed Leadership test or a failed Break test once.

Single characters, allied units (unless their army list says otherwise) and units in skirmish formation may never make use of *Oracle* Points.

Oracle points may never be added to combat resolution if a standard is also being counted (for example if one is carried by an allied unit).

Riding Horses/ Riding Camels

This rule affects movement

Units with this special rule arrive on the battlefield mounted, and then dismount to fight. There is no need to models the horses unless you wish to do so. Units *Riding Horses* may make an additional move of up to 8" as a *Special Deployment* move. The horses are then taken to the rear and take no further part in the battle. Units *Riding Camels* make an additional move of up to 6" as a *Special Deployment* move, and the *Tethered Camels* rule then applies.

Rocket Artillery

Rocket artillery have a crew of between 2 and 5 men, who prepare and hand- or ground-launch the rockets. Rocket artillery bases are 80mm deep and have a width of 20mm per crewman (i.e. a minimum width of 40mm and a maximum width of 100mm). The flight path of the rockets when fired is as wide as the firing base. To fire rocket artillery, choose a fuse length from 2-12 and throw that many D6. Add the resulting dice values to determine the length of flight. Then throw a D6 for direction; 1 = 60 degrees left, 2 = 30 degrees left, 3,4 = straight ahead, 5 = 30 degrees right and 6 = 60 degrees right. At the point of landing, the explosion will engulf a circle 20mm in diameter per crewman shooting. All figures within this area are hit, and killed on a roll of 4+. There are no saving throws.

Any unit hit by a rocket strike, and any mounted units at least partially under the missiles' flight path, must take an immediate terror test, regardless of whose side they are on.

Shock Cavalry

Some cavalry were notably more effective than others when charging into contact. This might be due to superior training and weapon skill, or pure élan. To reflect this, troops designated as *Shock Cavalry* gain a +1 rank bonus for a complete rank after the first in combat resolution, in a turn in which they charged or counter-charged.

Stealth

This rule affects Movement.

Troops with *Stealth* may move through difficult ground, such as woods, and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units must still be able to see their foe before charging, may not march move, and must pay normal movement costs and combat penalties while charging in difficult ground or across obstacles.

Strategem

This rule affects Deployment.

A character with this special rule may do one or more of the following, as indicated in his list entry. If both generals have this ability, they cancel each other out and the rule does not apply.

1. Place one additional terrain feature anywhere on the battlefield outside the enemy deployment zone, after choosing table sides.
2. Move up to two terrain pieces up to 6" each. This must be done before any units are deployed. Terrain pieces cannot be moved off the table.
3. May choose to take the first or second turn, in scenarios where a dice roll would normally determine which player goes first.

Tethered Camels

This is a Psychology rule.

To deprive heavy cavalry of their most effective weapon, namely their charge, infantry of certain armies often dragged their beasts of burden with them onto the battlefield. The smell and sight of camels was foreign to many horses; they might refuse to charge such strange creatures! To show that a unit has camels, place an appropriate number of kneeling or standing camel models in base contact with the rear of a unit when it is deployed. Formed units with *Tethered Camels* cause *Fear* in enemy cavalry. If a unit with *Tethered Camels* charges or flees, the camel models are removed and the unit no longer causes *Fear* in enemy cavalry.

Used to elephants

This is a Psychology rule.

In some armies prolonged contact or special training allowed troops to get used to elephants. The types of troops that are considered to be used to elephants are noted in their army list. Infantry that are used to elephants do not fear them, while cavalry fear them instead of being terrified of them. However, note that not even cavalry that are used to elephants are allowed to charge them, and must still flee or fire & flee if charged or stampeded into.

Wedge

This rule affects Movement and Combat

Wedge Formation

A *Wedge* may be adopted as a cavalry unit deploys. Forming or reforming a *Wedge* at other times (except in pursuit, see below) takes a full move. A *Wedge* has one model at the front, two in the second row, and one more in each further row, and up to 15 models maximum. There must be at least six models to count as a *Wedge*.

A *Wedge*'s frontal arc of sight is based on the third rank of figures (i.e. the first one that is 3 figures wide).

Figures in a *Wedge* do not gain a rank bonus in combat, even if it flattens out.

Note: the Wedge also represents those cavalry that formed up in diamond formations, though of course you can place your figures in a diamond with your opponent's consent.

Wedge Movement and Manoeuvre

A *Wedge* does not turn or wheel, instead it pivots around a central point (at the join between the second and third rows) prior to and during movement (in a similar way to a wheel). It may pivot more than once during a move.

To pivot more than 90° at any one time, a unit must surrender a quarter of its movement allowance. *Wedges* that have the *Drilled* ability may pivot more than 90° for no movement cost, to reflect their increased mobility.

A *Wedge* may pivot, and march move.

A *Wedge* may only pivot once before charging in order to bring more models into contact (again similar to a wheel).

Note that some models may gain extra movement from this pivoting system, this is one of the major advantages of being in *Wedge* formation!

Wedge Combat

When a *Wedge* charges or counter-charges, one model contacts the enemy unit. The model at the apex of the *Wedge* strikes the enemy and up to nine other models not in contact may attack as well. This represents the unit 'punching into' the enemy formation.

After the ten models in the *Wedge* strike, surviving enemy models that are actually in contact with the apex of the *Wedge* may then strike back. In addition to these, the total *Wedge* models that attacked are divided in half (rounding down fractions) and those many extra surviving defenders may strike back. Note it is often best to sum up how many enemy figures could potentially strike back before resolving the *Wedge*'s attacks, as this eliminates confusion if models are removed and the players forget how many were in contact.

Combats involving chariots or skirmishers are resolved in the same way. Thus a unit of five chariots struck by a ten model *Wedge* would fight back with all five models, if they survived. A unit of ten skirmishers would most likely only have a potential six models to fight back, as it is most likely that only one model would be in actual base contact.

Characters and a Wedge

A *Wedge* may contain a maximum of two characters. They must occupy the front two places. If a *Wedge* flattens out, characters on the contacted side must join in contact with the enemy, blocked characters will fall in behind temporarily. During subsequent turns, they will move into contact as normal. In the case of a challenge, the *Wedge* character remains where he is, and the other model is repositioned to a suitable place in its formation in order to take part.

Flattening out the Wedge

A *Wedge* will flatten out if it is charged in the front and cannot countercharge, and will always flatten out if charged in the flank or rear.

A *Wedge* that loses a round of hand-to-hand combat will always flatten out unless it chooses to Give Ground. A flattened out *Wedge* loses all *Wedge* benefits.

Charging skirmishers and units of less than five models will not flatten a *Wedge* but will move into full contact and engage the *Wedge* along its angled sides, attempting to get as many figures into contact as possible. In this case only models in the *Wedge* that are in actual base contact may fight.

A *Wedge* flattens out into a formation two ranks deep with equal numbers in each rank where possible (so a 15 figure *Wedge* flattens into two ranks of eight and seven). It still faces in its original direction once flattened.

If a *Wedge* is charged in flank or rear while already in combat to the front, it will flatten forwards into the unit it is already in combat with, once the charging units have been moved into contact. This may result in some extra movement for the charging figures, which is acceptable.

If a flattened *Wedge* is ultimately victorious, the unit may reform back into *Wedge* as it pursues the enemy, without taking a leadership test, or if it chooses to avoid pursuit, may reform in the player's next turn, subject to the usual rules for reforming.

Unusual Situations

Because of the unusual angled frontage of a *Wedge* it is impossible to cover in words all the possible situations that can arise on the tabletop.

In the event of flattening out, the *Wedge* should never gain any unexpected bonuses and these should be ignored (such as flattening out into difficult terrain so to deny its charging opponent rank bonuses). At these times it may be more convenient to add an extra rank to the *Wedge*, or realign the units on the tabletop. It should be possible to resolve any situation if the players improvise using common sense and fairness.

Xyston

This is a weapon rule

The Xyston was a type of thrusting spear used by Macedonian and Greek cavalry. All the rules for thrusting spears apply, and in addition the user of a xyston strikes first in each round of combat when fighting to the front, unless faced with a kontos or pike.

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ARMY LISTS

1. LYDIAN

700 BC to 500 BC

This kingdom of western Asia Minor is most famous for its last ruler, Croesus. As this implies, it was a wealthy state with a powerful and well regarded army. It quickly incorporated the Greek cities of Ionia and hence was able to field hoplite forces. Lydian troops fought as mercenaries for later Egyptian dynasties and for Babylon. The kingdom finally fell to Cyrus the Great of Persia. This list reflects the later army involved in that confrontation.

ARMY COMPOSITION

Characters: up to 25%

Chiotry and Cavalry: up to 25%

Infantry: At least 50%

Allies & Mercenaries: up to 25%

Note: The Lydian army has no army or unit standards and instead makes use of the *Oracles* rule.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	6	3	4	3	3	6	3	9	156

Hand weapon, light armour, thrusting spear and shield. May have heavy armour (+1). May ride a horse (+8) in which case the shield is discarded. *Army General. Veteran.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	4	3	4	3	2	5	2	8	86

Hand weapon, light armour, thrusting spear and shield. *Veteran.* May have heavy armour (+1). May ride a horse (+8) in which case the shield is discarded.

CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariots	8	4	4	3	4	1	4	2	8	70

Driver armed with hand weapon and one crewman armed with hand weapon, throwing spear, javelins, light armour and shield. *Light Chariots.*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	8	4	3	3	3	1	4	1	8	31
Light	8	3	3	3	3	1	3	1	7	22

Lancers have hand weapon, light armour and thrusting spear. *Shock Cavalry.* May take heavy armour (+1). Lydian cavalry were capable of fighting dismounted and so may dismount for (-11) points. If dismounted they are *Stubborn* and *Riding Horses* with M4 and normal rank bonus.

Light Cavalry have hand weapon and javelins. *Light Cavalry. Feigned Flight.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplites	4	3	3	3	3	1	3	1	7	15
Phrygians	5	3	3	3	3	1	3	1	6	9

Cilicians	5	3	3	3	3	1	3	1	7	13
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Hoplites have hand weapon, thrusting spear, light armour and large shield. May take heavy armour (+1). *Phalanx*.

Phrygians have *Mixed Weapons*. *Light Infantry*.

Cilicians have hand weapon, throwing spear, javelins and large shield. *Light Infantry*.

MISSILE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	5	2	3	3	3	1	3	1	6	8
Skirmishers	5	3	3	3	3	1	3	1	6	8

Archers have hand weapon and composite bow, and are *Light Infantry*.

Skirmishers have hand weapon, javelins and buckler. *Skirmishers*.

ALLIES AND MERCENARIES

ARAB CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Archers	8	2	3	3	3	2	3	1	5	25

Two riders armed with hand weapon and short bow riding a camel. The model has two shots. *Light Camelry*. Cause fear in cavalry. *Stealth* in soft sand or dunes.

CIMMERIAN HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesmen	8	2	3	3	3	1	3	1	6	24

Tribesmen have a hand weapon and composite bow. *Light Cavalry*. *Feigned Flight*. *Parthian Shot*. *Expert Horsemen*.

2. ETRUSCAN

700 BC to 280 BC

The Etruscan people dominated the North of Italy for several centuries, gradually expanding to control the Po valley and the coastal areas of central Italy. They were circumscribed by the Alps and, later, Celt migrations to the North and by the Greek colonies to the South, and never controlled the central mountain region. They were eventually overcome by the Latin League and in later times, utilised the Roman military system and equipment. The list is intended to represent their army in its distinctive period around 500 BC.

ARMY COMPOSITION

Characters: up to 25%

Cavalry and Chariotry: up to 25%

Infantry: At least 50%

Allies & Mercenaries: up to 50%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	6	3	9	158

Hand weapon, thrusting spear, light armour and large shield. May ride a horse (+8) in which case exchanges large shield for shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nobles	4	4	3	4	4	2	5	2	8	88
Standard Bearer	4	4	3	4	4	2	5	2	8	111

Nobles have hand weapon, light armour, thrusting spear and large shield. May ride a horse (+9) in which case exchanges large shield for shield.

Standard bearer has hand weapon, light armour and large shield. May ride a horse (+9) in which case exchanges large shield for shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Equites	8	4	3	3	3	1	3	1	8	23

Hand weapon and javelins. May have throwing spear (+3), light armour (+2) and shield (+1). Cavalry with neither armour nor shield are *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplites	4	3	3	3	3	1	3	1	7	15
Spearmen	4	3	3	3	3	1	3	1	6	12
0-1 unit Axemen	5	3	3	3	3	1	3	1	7	13
Skirmishers	5	2	3	3	3	1	3	1	5	6

Hoplites have hand weapon, light armour, thrusting spear and large shield. *Phalanx*. Every third unit may replace thrusting spear with heavy throwing spear (free, lose the *Phalanx* rule).

Spearmen have hand weapon, thrusting spear and large shield. *Phalanx*. May have light armour (+2). May alternatively be fielded in *Open Order*, in which case they have M5 but lose the *Phalanx* rule (-1 point) and cannot have light armour.

Axemen have hand weapon, light armour and two-handed axe. *Light Infantry*.

Skirmishers have hand weapon and javelins. *Skirmishers*. Every second unit may exchange javelins for sling (free). Sling units may not be larger than the smallest javelin unit.

ALLIES AND MERCENARIES

The Etruscans allied with most of the other powers of Italy and may take allies from the Italian Hill Tribes or Gallic lists, and may take allies from both at the same time.

3. EARLY HOPLITE GREEK

600 BC to 400 BC

This list spans the period from the emergence of Greece from its dark age up to the end of the Peloponnesian Wars. As there are only a few troop types to choose from, the composition notes relate to (a few of) the many Greek city-states rather than to time periods. To tailor your army to a specific period, use the following rules:

Before the Greek and Persian Wars only: Armoured hoplites must upgrade to heavy armour (+1), and may take javelins (+1)

Greek and Persian Wars: Heavy armour cannot be taken. Hoplites do not carry javelins.

Peloponnesian Wars: As for Greek and Persian Wars, plus buckler-armed troops may upgrade to shield (+1).

Note: The Greek armies have no army or unit standards and instead make use of the *Oracles* rule.

ARMY COMPOSITION

Sparta

Characters: up to 25%

Cavalry: up to 10% . One unit only, of light cavalry, which must be the smallest unit in the army. May not take Elite Cavalry.

Infantry: At least 50%. At least one phalanx must upgrade to Elite. May not take Militia.

Light Troops: up to 25%

Allies & Mercenaries: up to 25% May chose allies from other Greek States in this list, or from the Syracusan list.

A Spartan King may upgrade to Ld10 (+100). Elite hoplites may be Drilled (+2) and Stubborn (+3).

Athens

Characters: up to 25%

Cavalry: up to 10% May not take Elite Cavalry.

Infantry: At least 50% May not take Elite Hoplites.

Light Troops: up to 25%

Allies & Mercenaries: up to 25% May chose allies from Minor States in this list, or from the Syracusan or Thracian lists.

Thebes

Characters: up to 25%

Cavalry: up to 25%

Infantry: At least 50%. In the Peloponnesian Wars period, Elite and Regular Hoplites cost +2 points and receive up to +3 combat resolution bonus for ranks rather than the usual +2.

Light Troops: up to 25%

Allies & Mercenaries: up to 25% May chose allies from Minor States in this list, or from the Persian (Greek & Persian Wars) list.

Minor States

As Athens above; but must field at least one unit of Militia Hoplites and may not take non-Greek allies.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King/Strategos	4	6	3	4	4	3	6	3	9	154

Hand weapon and large shield. May have light armour (+2) or heavy armour (+3). *Army General*. May be *Veteran* (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	4	3	4	3	2	5	2	8	84

Hand weapon, thrusting spear and large shield. May be *Veteran* (+1). May have light armour (+2) or heavy armour (+3).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy	6	3	3	3	3	1	4	1	7	18
Light	6	2	3	3	3	1	3	1	5	13

Hand weapon and javelins. Heavy cavalry may have light armour (+2).

Light Cavalry are *Skirmishers*.

Heavy Cavalry may upgrade to WS4, I4, Ld8 (+5) and Light cavalry may upgrade to WS3, BS4, Ld 6, *Light Cavalry*, (+4), as elite troops.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Hoplites	4	3	3	3	3	1	3	1	7	13
Mercenary Hoplites	4	3	3	3	3	1	4	1	8	15
Militia Hoplites	4	2	3	3	3	1	3	1	5	7

All have hand weapons, thrusting spear and large shield. *Phalanx*. May take light armour (+2) or heavy armour (+3). Militia Hoplites are *Levy*. Mercenary Hoplites may upgrade to *WS4, Trained Phalanx* (+3) as Elites such as Spartans. Mercenary Hoplites are not subject to the *Allies and Mercenaries* rule, unless you take them from your Allies and Mercenaries points allowance.

LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltasts	5	3	3	3	3	1	3	1	6	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Peltasts have hand weapon, javelins and buckler. *Light Infantry*.

Skirmishers have hand weapon and javelins. *Skirmishers*.

Up to half of all Skirmisher units may replace javelins with short bow or sling (free). One unit armed with sling may upgrade to WS3, Ld 6 (+2) as Rhodians. One unit may upgrade to WS3, BS4, Ld 6, armed with composite bow (+5), as Cretans.

4. EARLY ROME

600 BC to 400 BC

This list covers the army of Rome from the adoption of the Etruscan military system until the changes of the “Camillian reforms”. It vied with the Latins and Etruscans for supremacy in central Italy but was comprehensively beaten by the invading Celts. At this time the first class formed the centre of the army with the other classes forming progressively lighter “wings”.

The list can also be used as is for Latin armies, or for Umbrians by omitting the hoplites and fielding the spearmen in Open Order.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 15%

Infantry: At least 50%

Allies & Mercenaries: up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King/Praetor	4	6	3	4	4	3	6	3	9	158

Hand weapon, thrusting spear, light armour and large shield. May ride a 6” movement horse (+6) in which case reduce from large shield to shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Magistrate	4	5	3	4	4	2	5	2	6	86
Standard	4	5	3	4	4	2	5	2	6	109

Bearer										
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Magistrate has hand weapon, light armour, thrusting spear and large shield. May ride a 6" movement horse (+6) in which case reduce from large shield to shield..

Standard bearer has hand weapon, light armour and large shield. May ride a 6" movement horse (+6) in which case reduce from large shield to shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Equites	6	4	3	3	3	1	3	1	8	24

Hand weapon, throwing spear and shield. May have light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
1 st Class Hoplites	4	3	3	3	3	1	3	1	7	15
2 nd & 3 rd Class Spearmen	4	3	3	3	3	1	3	1	6	12
4 th Class Skirmishers	4	3	3	3	3	1	3	1	6	9
5 th Class Skirmishers	5	2	3	3	3	1	3	1	5	6

Hoplites have hand weapon, light armour, thrusting spear and large shield. *Phalanx*. There must be at least one unit of Hoplites.

Spearmen have hand weapon, thrusting spear and large shield. There must be one unit of spearmen to every two units of Hoplites. *Phalanx*. May be fielded in *Open Order* (-1).

4th Class Skirmishers have hand weapon, javelins and shield. *Skirmishers*. May have throwing spear (+3). There may not be more 4th Class Skirmisher figures than there are Spearmen.

5th Class Skirmishers have hand weapon and javelins. Every second unit may exchange these for sling (free). *Skirmishers*.

ALLIES AND MERCENARIES

The army may take contingents of Etruscans or Italian Hill Tribes as allies.

5. PERSIANS AND MEDES

550 BC to 420 BC

This list covers the rise of the Persian empire from the defeat of Babylon to the abandonment of traditional Persian infantry tactics and their wholesale replacement with Greek methods and mercenaries. After its initial successes the army became swollen with large contingents of subject peoples.

The list can be used to construct the early army of Cyrus, or the army that faced the Greeks in Asia Minor and the invasions of Greece itself.

Note: Some troops in this list are equipped with Spara, a very large cane wicker shield that was propped up in front of the unit for protection. Spara count as large shields and give the unit the *Shieldwall* rule as long as at least half the front rank is equipped with them. A fleeing unit abandons its Spara for the rest of the game.

Where troops in this army use the *Combined Formation* rule, all shooting casualties are taken from the ranks of archers.

ARMY COMPOSITION

Army of Cyrus

Characters: up to 25%

Cavalry: up to 50%

Infantry: At least 25%

Light Troops: up to 25%

Allies & Mercenaries: up to 25%

Army of Xerxes

Characters: up to 25%

Cavalry: up to 25%

Infantry: At least 25%

Light Troops: up to 25%

Allies & Mercenaries: up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Great King	4	4	5	3	4	3	6	2	10	262
General	4	4	5	4	3	3	5	3	9	162
Chariot	6				4	2				

Hand weapon, light armour, composite bow, javelins, thrusting spear and shield. May ride a horse (+8) in which case cannot have shield. The horse may have half barding (+2). The Great King may alternatively ride in a four-horse heavy chariot (+32). *Army General. Expert Horseman.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Satrap	4	4	3	4	3	2	5	2	8	85
Standard Bearer	4	4	3	4	3	2	5	2	8	108

Satraps have hand weapon, light armour, thrusting spear and shield. May ride a horse (+8), in which case the shield is discarded. The horse may have half barding (+2).

Standard bearer has hand weapon, light armour and shield. if on foot. May ride a horse (+8), in which case the shield is discarded. The horse may have half barding (+2).

A Satrap may be upgraded to *Army General* for +50 points.

IRANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	8	4	4	3	3	1	4	1	8	34
Heavy	8	3	4	3	3	1	3	1	7	24
Light	8	3	3	3	3	1	3	1	7	24
Skirmish	8	3	3	3	3	1	3	1	6	17

Guards have hand weapon, light armour and javelins and may have composite bow (+4) and half barding (+2), and are *Stubborn. Expert horsemen.*

Heavy Cavalry have hand weapon and javelins and may have light armour (+2) and composite bow (+4), and one unit may have half barding (+2). *Expert Horsemen.*

Both types may have thrusting spear (+3), but in the Cyrus period, only every other unit may do so.

Light Cavalry have hand weapons and javelins, and may replace javelins with composite bow (+1). *Light Cavalry. Expert Horsemen. Feigned Flight.*

Skirmish cavalry have hand weapon and javelins, and may replace javelins with short bow (free).

Skirmishers.

Light Cavalry may be downgraded to *Levy* status (-5 points, no change in stats).

LEVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nobles	8	4	4	3	3	1	4	1	7	24
Heavy	8	3	4	3	3	1	3	1	6	16
Skirmish	8	2	2	3	3	1	3	1	5	11

Nobles have hand weapon and javelins. *Expert Horsemen. Levy. Shock Cavalry.* May have light armour (+2) and short bow (+2) or replace javelins with short bow (free). May have half barding (+2) and thrusting spear (+3) in the Xerxes period only.

Heavy Cavalry have hand weapon and javelins. *Levy.* May have light armour (+2) and short bow (+2) or replace javelins with short bow (free).

Skirmishers have hand weapon and javelins. *Skirmishers. Levy.*

INFANTRY

CORPS OF IMMORTALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1Spear Bearers	4	4	4	3	3	1	4	1	8	23
Immortals	4	4	4	3	3	1	4	1	7	19

Spear Bearers have *Mixed Weapons* and composite bow. They may exchange both for thrusting spear and shield (-3), but the two variants may not be mixed. They may only be fielded in the presence of the Great King, and are *Stubborn*. May upgrade shield to large shield (+1).

Immortals are armed with *Mixed Weapons* and composite bow and may replace bow with Spara (-1).

Spara carriers may form the front rank of an otherwise bow-armed unit. Both types may have light armour (+2). *Combined Formation.*

IRANIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Line Troops	4	3	3	3	3	1	3	1	6	11
Levy	4	2	2	3	3	1	2	1	5	4

Line Infantry have *Mixed Weapons* and composite bow. May exchange bow for Spara (+1) and may have light armour (+2). Spara carriers may form the front rank of an otherwise bow-armed unit. *Combined Formation.*

Levy have hand weapons and thrusting spear. *Levy.* May have shield (+1) or large shield (+2). One unit with large shields may replace thrusting spear with throwing spear (free). May exchange thrusting spear for javelin and buckler (free) or short bow (free) or composite bow (+1). May have light armour (+2).

Troops armed with either type of bow may form with spearmen in *Combined Formation*. Note there must be more Iranian infantry than troops from the Corps of Immortals in the army.

LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Iranians	5	3	3	3	3	1	3	1	6	8

Phrygians	5	3	3	3	3	1	3	1	6	13
Carians	5	3	3	3	3	1	3	1	6	8
Slingers	5	2	3	3	3	1	3	1	6	7
Javelinmen	5	2	3	3	3	1	3	1	5	6

Iranians have hand weapon, javelins and buckler. May exchange buckler for shield (+1). *Light Infantry*.

Phrygians have hand weapon, javelins, throwing spear and shield. *Warband. Light Infantry*.

Carians have hand weapon, throwing spear and large shield. *Levy. Light Infantry*.

Slingers have hand weapon and sling. *Skirmishers*. Up to half of all Slinger units may replace sling with javelins (free) or composite bow (+1). Javelin armed troops may have shield (+1) and light armour (+2).

There must be at least one sling-armed unit in a Cyrus period army.

Javelinmen have a hand weapon and javelins. *Skirmishers*. May have shield (+1).

One infantry unit (must be at least 10 figures) may be *Riding Camels* (+1) in a Cyrus period army to allow for the tactics used to disrupt Lydian cavalry.

ALLIES AND MERCENARIES

A Cyrus period army may use camel mounted archers (see the allies section of the Lydian list). A Xerxes period army may use up to two units of mercenary hoplites from the Greek list, and may use up to two scythed chariots from the Later Persian list. Note that while the points for these chariots come from the allies and mercenaries section, they are not *Unreliable*.

6. ILLYRIAN

500 BC to 10 AD

The Illyrian tribes occupied the north eastern Balkans and the Adriatic coast, being neighbours to Epirus and Thrace. They feuded constantly amongst themselves but could become dangerous if one leader managed to temporarily unite some of the tribes as a warlord. The Illyrians provided very effective mercenary troops, and remained independent until crushed and later absorbed by Rome.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 15%

Infantry: At least 50%

Skirmishers: up to 10%

Allies & Mercenaries: none

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warlord	5	6	6	4	4	3	6	3	7	163

Hand weapon, light armour, thrusting spear, javelins and shield. *Army General. Warband. Stealth.*

May ride a horse (+12), in which case has Ld8 and heavy armour, but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	4	2	5	2	6	92
Standard Bearer	5	5	3	4	4	2	5	2	6	109

Chieftain has hand weapon, light armour, thrusting spear, javelins and shield. *Warband. Stealth.*

May ride a horse (+12), in which case has Ld7 and heavy armour, but is no longer *Warband*.

Standard bearer has hand weapon, light armour and shield. *Army Standard Bearer. Warband. Stealth.* May ride a horse (+12), in which case has Ld7 and heavy armour, but is no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	8	3	3	3	3	1	3	1	8	23

Hand weapon, javelins and shield. *Light Cavalry. Stealth.* May have throwing spear (+3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	11
Slaves	4	2	3	3	3	1	1	1	4	4

Warriors have hand weapon, javelins, throwing spear and buckler. *Light Infantry. Warband.* May upgrade to shield (+1) or large shield (+2). Up to 2 units may have light armour (+2).

Slaves have hand weapon, javelins and buckler. *Warband. Levy. Stealth.* The total number of slave warriors may not outnumber the Illyrian warriors in the army. Illyrian units ignore panic tests caused by slave warriors.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Hand weapons, javelins and bucklers. *Skirmishers.* May replace javelins with sling or short bow (free).

7. THRACIAN

500 BC to 46 AD

The Thracian tribes occupied the northern and north eastern Balkans and bordered upon Illyria and Macedon. They too spent most of their time fighting each other, but occasionally Kings were able to bring together sufficient tribes to invade Macedon, which was constantly troubled by them. Thracian troops fought for many states and as with Illyria, the area maintained at least quasi-independence until absorbed by Rome.

The list enables the construction of three variant armies; those of the Getae, the highland tribes, and a coalition of highland and lowland warriors.

ARMY COMPOSITION

Getae

Characters: up to 25%

Cavalry: up to 33%

Infantry: At least 25%

Allies & Mercenaries: up to 25%

General must be a King. May not use highland warriors. Noble cavalry may have composite bows (+4). Characters must be mounted, may have composite bow (+4) and have *Parthian Shot* and *Feigned Flight* (+5).

Highland Tribes

Characters: up to 25%

Cavalry: up to 25%

Infantry: At least 25%

Allies & Mercenaries: up to 25%

May only take Light Cavalry. General must be a Warlord. Must include two highland warrior units for each lowland warrior unit.

Coalition

Characters: up to 25%

Cavalry: up to 33%

Infantry: At least 25%

Allies & Mercenaries: up to 25%

General must be a King. Only one cavalry unit in every three may be Getae. Must include two lowland warrior units for each highland warrior unit.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warlord/King	5	6	6	4	4	3	6	3	7	162

Hand weapon, light armour, thrusting spear, javelins, and shield. *Army General. Warband. Stealth.*
May ride a horse (+12), in which case has Ld8 and heavy armour, but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	4	2	5	2	6	92
Standard Bearer	5	5	3	4	4	2	5	2	6	109

Chieftains have hand weapon, light armour, thrusting spear, javelins and shield. *Warband. Stealth.*
May ride a horse (+12), in which case has Ld7 and heavy armour, but is no longer *Warband*.
Standard bearer has hand weapon, light armour and shield. *Warband. Stealth. Army Standard Bearer.*
May ride a horse (+12), in which case has Ld7 and heavy armour, but is no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nobles	8	4	4	3	3	1	3	1	8	32
Getae	8	3	4	3	3	1	3	1	7	33
Warriors	8	3	3	3	3	1	3	1	5	17

Nobles have hand weapon, light armour, javelins and thrusting spears. *Light cavalry. Wedge. Stealth.*
May have heavy armour (+1) and shield (+1).
Getae have hand weapon, javelins, composite bows and shields. *Light Cavalry. Stealth. Feigned Flight. Parthian Shot.* May have throwing spears (+3) and light armour (+2).
Warriors have hand weapon, javelins and buckler. *Light Cavalry. Stealth.*

Every second cavalry unit in the army may be Nobles.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lowland Warriors	5	3	3	3	3	1	3	1	5	8
Highland Warriors	5	3	3	3	3	1	3	1	6	9

All have hand weapon, javelins and buckler. *Light Infantry. Warband.*
May upgrade to shield (+1). Every second unit may replace javelins and buckler with composite bow (+1). Lowland warriors may add thrusting spear (+2) and Highland warriors may add halberd (+2).

ALLIES AND MERCENARIES

Armies may take allies from the Illyrian list or may use Greeks from the Early Hoplite list.

8. EARLY CARTHAGINIAN

500 BC to 270 BC

The city of Carthage was a Phoenician foundation in the ninth century BC and expanded greatly after the receiving many refugees from Tyre, following its conquest by Babylon. It was the principal commercial centre in the western Mediterranean, and controlled most of the North African coast, parts of Spain and the majority of the western Mediterranean islands. From the sixth century on, Carthage came into conflict with the Greeks over Sicily and this continued until the intervention of Rome in 264 BC. The list represents the army during the fifth and fourth centuries, but the earlier army can be represented by not allowing cavalry shields, not using Greek skirmishers, and optionally including a unit of chariots (see below).

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 25%

Infantry: At least 30%

Mercenaries: At least 30%

Allies: up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	6	3	9	158

Hand weapon, light armour, thrusting spear and large shield. May ride a 7" movement horse (+7) in which case reduce from large shield to shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	4	3	4	3	2	5	2	8	86
Standard Bearer	4	4	3	3	4	2	5	2	8	109

Heroes have hand weapon, light armour, thrusting spear and large shield. May Ride a 7" movement horse (+7) in which case reduce from large shield to shield.

Standard bearer has hand weapon, light armour and large shield. May ride a 7" movement horse (+7) in which case reduce from large shield to shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy	8	3	3	3	3	1	4	1	7	20
Light	8	2	3	3	3	1	3	1	5	15

Hand weapon and javelins. Heavy cavalry may have light armour (+2) and shield (+1).

Light Cavalry are *Skirmishers*.

CHARIOTS (early period only)

0-1 unit	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Chariots	6	4	4	3	4	2	4	2	7	82

Driver and two crew armed with hand weapon, light armour, thrusting spear, javelins and shield. *Heavy Chariots*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Citizen Phalanx	4	3	3	3	3	1	3	1	7	13
North African Levy	4	2	3	3	3	1	3	1	5	7

All have hand weapon, thrusting spear and large shield. *Phalanx*. May take light armour (+2). North Africans are *Levy*. The army must contain at least one unit of citizen phalanx.

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary Hoplites	4	3	3	3	3	1	4	1	8	15
Greek Peltasts	5	3	3	3	3	1	3	1	7	9
Skirmishers	5	2	3	3	3	1	3	1	5	6
Spanish	5	3	3	3	3	1	3	1	5	9
Sardinians	5	3	3	3	3	1	3	1	5	7
Celts and Ligurians	5	3	3	3	3	1	3	1	5	8

Hoplites have hand weapon, thrusting spear and large shield. *Phalanx*. May take light armour (+2).

Peltasts have hand weapon, javelin and buckler. *Light Infantry*.

Skirmishers have hand weapon and javelins. *Skirmishers*. Up to half of all Skirmisher units may replace javelins with short bow or sling (free). Skirmishers may be upgraded as Greek mercenaries and become WS3, Ld7 (+2).

Spanish infantry are armed with hand weapon, javelins and shield. *Light Infantry*. *Warband*. They may have light armour (+2) and every second unit may have throwing spears (+3).

Sardinians have hand weapon, javelins and shield. *Warband*. *Stealth*.

Celt and Ligurian infantry have mixed weapons and shield. *Warband*. *Stealth*. Celts may take light armour (+2). May be fielded in *Open Order*. (+2).

ALLIES

The army may take an allied contingent from the Numidian, Spanish or Gallic lists.

9. ITALIAN HILL TRIBES

500 BC to 295 BC

The tribes of the central Italian highlands provided a tenacious foe for the lowland Latins. The Aequi and Volsci were dislodged into the lowlands by Samnite expansion in the fifth century BC and only beaten back near the end of the century. The Samnites themselves were only overcome after three wars lasting nearly fifty years from 343 BC to 295 BC. The Oscans moved down into the Campanian plain and overcame the Greek settlements there.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 20%

Infantry: At least 40%

Skirmishers: up to 10%

Allies & Mercenaries: Up to 50%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	5	6	6	3	4	3	6	3	9	164

Hand weapon, light armour, throwing spear, javelins and shield. *Army General*. May ride a horse (+8) in which case the shield is discarded. *Stealth* if on foot.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	5	5	5	3	4	2	5	2	8	94
Standard Bearer	5	5	3	3	4	2	5	2	8	111

Commanders have hand weapon, light armour, throwing spear, javelins and shield. May ride a horse (+8), in which case the shield is discarded. *Stealth* if on foot.

Standard bearer has hand weapon, light armour and shield. May ride a horse (+8) in which case the shield is discarded. *Stealth* if on foot. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	8	3	3	3	3	1	3	1	8	21

Hand weapon and javelins. May have throwing spears (+3) and shield (+1). Every second unit may have light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesmen	5	3	3	3	3	1	3	1	7	9
Skirmishers	5	2	3	3	3	1	3	1	5	7

Tribesmen have hand weapon, javelins and shield. *Open Order*. May have light armour (+2) and throwing spear (+2), and may upgrade to large shield (+1). One unit may upgrade to WS4, *Drilled* (+4) as elite troops.

Skirmishers have hand weapon, javelins and shield. *Skirmishers*.

ALLIES AND MERCENARIES

May have allied contingents from the Etruscan and Gallic lists, both at once if desired.

10. CAMPANIAN

500 BC to 150 BC

This list covers the Oscans, who came down from the central hills to overcome the Greek possessions in the Campanian plain. It can also be used for the tribes of Southern Italy, such as the Brutii and the various peoples of Apulia. Oscan cavalry had an excellent reputation.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 50%

Infantry: At least 25%

Allies & Mercenaries: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
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General	4	5	3	4	4	3	6	3	9	156
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Hand weapon, light armour, thrusting spear and Large Shield. *Army General*. May ride a horse (+8) or a warhorse (+15) in which case exchanges large shield for shield. If mounted may have half barding (+2).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leader	4	4	3	4	3	2	5	2	8	86
Standard Bearer	4	4	3	4	3	2	5	2	8	109

A Leader has a hand weapon, light armour, thrusting spear and large shield. May ride a horse (+8) or a warhorse (+15) in which case exchanges large shield for shield. If mounted may have half barding (+2). Standard bearer has a hand weapon, light armour and large shield. *Army Standard Bearer*. May ride a horse (+8) or a warhorse (+15) in which case exchanges large shield for shield. If mounted may have half barding (+2).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan horse	8	4	3	3	3	1	4	1	7	22

Hand weapon and javelins. May have light armour (+2) and shield (+1). May exchange javelins for thrusting spear (+2). *Light cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplites	4	3	3	3	3	1	3	1	5	11
Warriors	5	3	3	3	3	1	3	1	7	12
Skirmishers	5	2	3	3	3	1	3	1	5	6

Hoplites have hand weapon, thrusting spear and large shield. *Phalanx*. May have light armour (+2). Warriors have hand weapon, throwing spear and shield. May have large shield (+1). Every second unit may have light armour (+2). *Light Infantry*. Skirmishers have hand weapon and javelins. *Skirmishers*. May have shield (+1).

ALLIES

The army may take allies from the Republican Rome, Italian Hill Tribes and Pyrrhic lists.

11. REPUBLICAN INDIAN

500 BC to 320 BC

This list covers the states of North Western India not ruled by Kings or Princes, from the adoption of the heavy chariot until absorbed into the Mauryan Empire. Many of these states put up a fierce resistance to Alexander the Great.

ARMY COMPOSITION

Characters: up to 25%

Chariotry and Cavalry: up to 33%

Infantry: At least 25%

Wagons: up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Senapati	4	5	5	3	4	3	6	3	9	163
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Hand weapon, light armour, composite bow, javelins and shield, and either throwing spear, thrusting spear or halberd. *Army General*. May ride in a chariot bought at additional cost from the list, or on a 6" movement horse (+7), and in either case may upgrade to heavy armour (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Padika	4	4	4	3	3	2	4	2	8	86
Standard Bearer	4	4	3	3	4	2	4	2	8	108
0-3 Brahmin Priests	4	4	3	3	4	2	4	1	8	108

Padikas have hand weapon, light armour, javelins and shield, and either throwing spear, thrusting spear or halberd. May ride in a chariot bought at additional cost from the list, or on a 6" movement horse (+7), and in either case may have heavy armour (+1). If on foot may exchange halberd for two-handed sword or club (+1).

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May ride in a chariot bought at additional cost from the list, or on a 6" movement horse (+7), and in either case may have heavy armour (+1).

Brahmin Priests have hand weapon and halberd and may upgrade to two-handed sword or club (+1). They cause *Hatred* in a unit they accompany; however if they are killed the unit loses D6 figures immediately and each turn thereafter to suicide or desertion. These losses do not count towards combat results, nor cause panic tests.

CHARIOTRY AND CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariots	8	4	4	3	4	1	4	2	8	64
Heavy Chariots	6	4	4	3	4	2	4	2	8	78

All chariots have a driver and two crewmen armed with hand weapon, javelins and halberd. May have light armour (+4), and composite bow (+8) or shield (+2) but not both. *Light Chariots* or *Heavy Chariots*. *Used to Elephants*.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	6	3	3	3	3	1	3	1	7	18

Hand weapon, javelins and shield. *Used to Elephants*. May replace javelins with throwing or thrusting spear (+2). 0-1 unit may have light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenaries	4	3	3	3	3	1	3	1	7	10
Hereditary	4	2	3	3	3	1	2	1	7	11
Guildsmen	4	2	2	3	3	1	2	1	5	7

Mercenaries have hand weapon and halberd. May have longbow (+3) or throwing spear, javelins and shield (+4). May upgrade shield to large shield (+1) and may have light armour (+2). May also exchange halberd for two-handed sword (+1). One mercenary unit may be taken for every two other units from this section.

Hereditary infantry and guildsmen have hand weapon, halberd and longbow. Up to half the figures in a unit may replace longbow with throwing spear, javelins and shield (+1). May upgrade shield to large shield (+1). Guildsmen are *Levies*.

All the above may use *Combined Formation*.

WAGONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagons					4	3				15

Wagons are fielded in groups of at least five models, which may not take leaders, standards or musicians. Each wagon is treated as a single model. *Wagon Tabor*.

12. CLASSICAL INDIAN

500 BC to 180 BC

This list covers the kingdoms of India from the adoption of the heavy chariot until the fall of the Mauryan Empire. It includes that of Porus, who famously fought so hard against Alexander at the Hydaspes river.

ARMY COMPOSITION

Characters: up to 25%

Elephants: 0-1 per 750 points in the army

Chariotry and Cavalry: up to 33%

Infantry: At least 25%

War Machines: up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	5	6	3	4	4	5	2	9	171
Senapati	4	6	5	3	4	3	6	3	9	165

Hand weapon, light armour, composite bow, javelins and shield, and either throwing spear, thrusting spear or halberd. *Army General*. May ride in a chariot, or on an elephant, bought at additional cost from the list, or on a 6" movement horse (+7), and may in each case have heavy armour (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Padika	4	4	4	3	3	2	4	2	8	86
Standard Bearer	4	4	3	3	3	2	4	2	8	105

Padikas have a hand weapon, light armour, javelins and shield, and either throwing spear, thrusting spear or halberd. May ride in a chariot or on an elephant bought at additional cost from the list, or on a 6" movement horse (+7), and may in each case have heavy armour (+1). If on foot they may exchange halberd for two-handed sword or club (+1).

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May ride in a chariot or on an elephant bought at additional cost from the list, or on a 6" movement horse (+7), and may in each case have heavy armour (+1).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	186
Crewmen	4	4	4	3	3	1	4	1	7	
Mahout	4	-	-	-	3	1	-	-	7	

The two crewmen are armed with hand weapon, composite bow, javelins and light armour and sit astride the elephant. The mahout is unarmed. A third crewman may be added (+22). One crewman may carry a parasol (+10) which adds +1 to the mahout's leadership.

CHARIOTRY AND CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariots	8	4	4	3	4	1	4	2	8	64
Heavy Chariots	6	4	4	3	4	2	4	2	8	78

All chariots have a driver and two crewmen armed with hand weapon, javelins and halberd. *Light Chariots* or *Heavy Chariots*. *Used to Elephants*.

May have light armour (+4), and composite bow (+8) or shield (+2) but not both. Mauryan heavy chariots may have half barding (+4).

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	6	3	3	3	3	1	3	1	7	18

Hand weapon, javelins and shield. *Used to Elephants*.

May replace javelins with throwing or thrusting spear (+2). 0-1 unit may have light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guardsmen	4	4	4	3	3	1	4	1	8	21
Mercenaries	4	3	3	3	3	1	3	1	7	10
Hereditary	4	2	3	3	3	1	2	1	7	11
Guildsmen	4	2	2	3	3	1	2	1	5	7

Guardsmen have hand weapon, halberd and javelins. They may replace javelins with throwing spears (+1) and may replace their halberds with two-handed swords (+1). They may have light armour (+2) and shield (+1) or large shield (+2). Guardsmen are *Stubborn* and may not be the only infantry unit in the army.

Mercenaries have hand weapon and halberd. May have longbow (+3) or throwing spear, javelins and shield (+4). May upgrade shield to large shield (+1) and may have light armour (+2). May also exchange halberd for two-handed sword (+1). One mercenary unit may be taken for every two hereditary or Guildsmen units from this section.

Hereditary infantry and guildsmen have hand weapon, halberd and longbow. Up to half the figures in a unit may replace longbow with throwing spear, javelins and shield (+1). May upgrade shield to large shield (+1). Guildsmen are *Levies*.

All the above may use *Combined Formation*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant or chariot Escorts	5	2	3	3	3	1	3	1	6	11
Forest Tribesmen	5	2	3	3	3	1	2	1	5	5

Escorts have hand weapon, halberd, javelins and shield. They may replace halberd with two-handed sword or club (+1). They are *Skirmishers* and *Escorts* and one unit is allowed for every chariot unit or elephant in the army. No unit may be more than 12 figures strong.

Forest tribesmen have improvised weapons and javelins. They may have bucklers (free) and may substitute slings (free), short bows (free) or composite bows (+1) for javelins. *Skirmishers*. One unit allowed for every elephant or chariot escort unit in the army.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has two crewmen armed with halberd. A heavy ballista may take an extra crewman (+10). One machine is allowed for each infantry unit in the army (excluding Guildsmen).

13. GALLIC

500 BC to 50 BC

The Gauls spread through France, Switzerland, Austria, Britain, Italy, the Balkans and Asia Minor. This list covers those tribes present in France and Italy down to the conquest of Gaul by Julius Caesar. There is some debate over the density of Gallic warbands and while the list shows them as close order troops, you may if you wish field the warriors and fanatics in open order for +2 points per model.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 50%

Cavalry and Chariots: Up to 25%

Skirmishers: Up to 20%

Allies: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	162

Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Army General. Warband. Stealth.* May ride a horse (+11) or a warhorse (+18) or a chariot as from the list below (+64). In each of these cases he becomes Ld8 but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	3	2	5	2	6	90
Standard Bearer	5	4	3	3	4	2	4	2	5	103

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Warband. Stealth.* May ride a horse (+11) or a warhorse (+18) or a chariot as from the list below (+64). In each of these cases he becomes Ld7 but is no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband. Stealth.* May ride a horse (+11) or a warhorse (+18) or a chariot as from the list below (+64). In each of these cases he becomes Ld7 but is no longer *Warband*.

CAVALRY AND CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	8	30

Noble Chariots	8	4	4	3	4	1	4	2	7	62
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Noble cavalry have *Mixed Weapons*, shield and light armour.

Chariots have an unarmed driver and one warrior crewman with hand weapon, javelins, light armour and shield. *Light Chariots*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	8
Fanatics	5	3	3	3	3	1	3	1	5	10

Hand weapon, shield and *Mixed Weapons*. Warriors may have *Mixed Armour* with up to 33% of figures having light armour (+2). *Warband. Stealth*. Fanatics have *Frenzy*. They may not be taken unless there is at least one unit of chariots in the army, and there cannot be more fanatics than warriors in the army.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and javelins. May have buckler (free) and may exchange javelins for sling (free) or composite bow (+1). There may not be more bow units than sling units and sling or bow units may not be larger than the smallest javelin unit in the army.

ALLIES

A Gallic army may take allies from the Etruscan or Italian Hill Tribes lists.

14. SPANISH

500 BC to 72 BC

The Iberians traded with the Phoenician colonies from around 1100 BC but remained independent until the coming of (briefly) the Barcas and then (more permanently) the Romans. After the defeat of Carthage, the Romans still struggled to subjugate the tribes, and revolts continued down to the Principate. The list may also be used to create a Celtiberian force from those tribes under Gallic cultural influence.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 50%

Cavalry: Up to 25%

Skirmishers: Up to 10%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	6	6	4	4	3	6	3	9	164

Hand weapon, light armour, javelins and shield. *Army General. Stealth*.

May ride a horse (+12) in which case has throwing spear.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sub Chieftain	5	5	5	4	4	2	5	2	8	94
Standard	5	4	3	3	4	2	5	2	8	109

Bearer											
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A sub-chieftain has hand weapon, light armour, javelins and shield. *Stealth*.

May ride a horse (+12) in which case has throwing spear.

Standard bearer has hand weapon, light armour and shield. *Army Standard Bearer. Stealth*. May ride a horse (+9).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	4	3	3	3	1	3	1	8	26
Light Cavalry	8	3	3	3	3	1	3	1	7	21

Heavy cavalry have hand weapon, throwing spear and shield. May have light armour (+2) and javelins (+1). May replace throwing spear with thrusting spear (free). May be *Stubborn* (+3).

Light cavalry have hand weapon, throwing spear and buckler. *Light Cavalry*. May have javelins (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarii	5	3	3	3	3	1	3	1	7	15
Caetrati	5	3	3	3	3	1	3	1	7	12
Celtiberians	5	3	3	3	3	1	3	1	5	11
Tribesmen	5	3	3	3	3	1	3	1	5	7

Scutarii have hand weapon, throwing spear and shield, and may have javelins (+1). *Feigned Flight. Stealth*. May upgrade to heavy throwing spear (-2), but lose *Feigned Flight* if they do.

Caetrati have hand weapon, javelins and buckler. *Feigned Flight. Skirmishers*.

Celtiberians have hand weapon, throwing spear and shield, and may have javelins (+1). *Feigned Flight. Warband. Stealth*. May upgrade to heavy throwing spear (-2), but lose *Feigned Flight* if they do.

Tribesmen have hand weapon, throwing spear and shield, and may have javelins (+1). *Warband*.

A Celtiberian army cannot contain Scutarii. In an Iberian army, there may be one Celtiberian unit for every three Scutarii units, and it cannot be larger than the smallest Scutarii unit.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slingers	5	2	3	3	3	1	3	1	5	6
Balearic Slingers	5	3	4	3	3	1	3	1	7	12

Hand weapon and sling. May have buckler (free). *Skirmishers*. Balearic Slingers are *Warband* and may not be used by a Celtiberian army. Balearic units must form no more than half the sling units present, and must contain no more models than the smallest other slinger unit.

ALLIES

No allies are available to a Spanish army.

15. LATER ACHAEMENID PERSIAN 420 BC to 330 BC

Having failed to overcome the Greeks, the Persians now incorporated Greek mercenary troops into their armies in ever increasing numbers. This gave them the solid infantry core they had lacked and made a potentially formidable force that was only beaten by the genius of Alexander.

ARMY COMPOSITION

Characters: up to 25%

Persians: At least 25%

Levies: Up to 50%

Greek Mercenaries: up to 25%

Allies and war machines: up to 15%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Great King	4	3	5	3	3	3	5	2	8	150
Chariot	8				4	2				

Hand weapon, light armour, composite bow, javelins and throwing spear. May ride a horse (+9) or a Warhorse (+16), or ride in a four horse light chariot with unarmed driver (+30). The Warhorse may have half barding (+2). *Army General*. If the Great King is used, then units within 12" gain +1 leadership rather than using the Great King's leadership. Units in the army take a panic test if he flees off table, in the same way as they would if he were killed. He may only join Persian units.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Satrap	4	4	4	3	3	2	4	2	8	88
Standard Bearer	4	4	3	3	3	2	4	2	8	105

A Satrap has a hand weapon, light armour, composite bow, javelins and shield. May ride a Warhorse (+18), in which case the shield is replaced with a throwing spear. The Warhorse may have half barding (+2).

Standard bearer has a hand weapon, light armour and shield. May ride a Warhorse (+15). In which case the shield is discarded. *Army Standard Bearer*.

Mounted characters may have heavy armour (+1). One Satrap may be upgraded to *Army General* (+50).

PERSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Kinsmen	8	4	3	3	3	1	4	1	8	29
Heavy	8	3	3	3	3	1	3	1	7	21

Hand weapon and throwing spears. May have light armour (+2), or heavy armour (+3), and half barding (+2). Kinsmen are *Stubborn* and may only be included if the Great King is present. *Massed Cavalry*.

PERSIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Melophoroi	4	4	3	3	3	1	3	1	8	17
0-1 Persians	4	3	3	3	3	1	3	1	7	11
Kardakes	4	3	3	3	3	1	3	1	6	10

Melophoroi have hand weapon, thrusting spear and shield. May have light armour (+2) and composite bow (+2). May upgrade shield to large shield (+1). Melophoroi may only be fielded in the presence of the Great King, and are *Stubborn*.

Persians have hand weapon, thrusting spear and shield. May have light armour (+2) and composite bow (+2). May upgrade shield to large shield (+1).

Kardakes have hand weapon, thrusting spear and shield. May have light armour (+2). May upgrade shield to large shield (+1). May replace thrusting spears with javelins or slings (-1), or composite bow (free). All units in this section are *Combined Formation* and may have *Mixed Armour*.

PERSIAN SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scythed Chariot	7			5	4	1	3	1		75
Driver		3	3	3	3	1	3	1	7	

Driver has heavy armour and improvised weapon.

Scythed chariots may be fielded in units of 1 or more models. Each model has a unit strength of 3. May not take leaders, standards or musicians. *Heavy Chariot* causing D6+2 impact hits.

LEVY SHOCK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nobles	8	4	4	3	3	1	4	1	8	21
Satrapal	8	3	3	3	3	1	3	1	7	15
Colonist	8	2	2	3	3	1	2	1	6	11

Hand weapon and thrusting spear. May have light armour (+2) or heavy armour (+3). May exchange thrusting spear for throwing spear (free). Nobles may have half barding (+2). 0-1 unit of Nobles may have short bows (+3). Every second unit may be Nobles.

All are *Levy*, and *Massed cavalry*.

LEVY SKIRMISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dahae	8	3	4	3	3	1	3	1	7	26
Skirmish	8	2	3	3	3	1	3	1	6	18

Dahae have improvised weapons and composite bows. Skirmish cavalry have improvised weapons and javelins, and every second unit may have composite bows (+2).

All are *Skirmishers* with *Parthian Shot*.

LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Takabara	5	3	3	3	3	1	3	1	7	7
Mardian Archers	5	2	3	3	3	1	3	1	7	8

Takabara have hand weapon, javelins and buckler. May upgrade to shield (+1).

Mardians have improvised weapons and composite bows, and may have light armour (+2). All are *Levies* and *Light Infantry*. Every second unit from this section may be Mardian Archers. These can fire two ranks at full effect if stationary, as an exception to the usual Massed Archery rule.

LEVY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kyrtian Slingers	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	3	3	3	3	1	3	1	5	7
Satrapal Levies	4	2	2	3	3	1	2	1	3	3

Kyrtians have improvised weapon and sling, and may have buckler (free). *Skirmishers*.

Skirmishers have improvised weapon, javelins and buckler. Every second unit of Skirmishers may replace javelins and buckler with composite bow (+1). *Skirmishers*. There must be at least one unit of Skirmishers for each unit of Kyrtians.

Satrapal levies have improvised weapon, javelins and shield. Every second unit may replace javelins and shield with short bow (-1) or composite bow (free). They are *Levies* and *Warband* (rule 2 does not apply).

MERCENARIES

The army may take a contingent from the Later Hoplite Greek list. This may be led by a Polemarch who acts as *Army General* for the contingent.

ALLIES

If the Great King is present, it may take a contingent from the Classical Indian list; this must consist of 0-1 cavalry unit, hereditary infantry and 0-1 elephant and may be led by a Padika.

The army may take a contingent from the Thracian list (not highland infantry) that may be led by a chieftain.

ALLIED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lykians	5	3	3	3	3	1	3	1	5	10
Carians	4	2	3	3	3	1	2	1	5	8

Lykians have hand weapon, halberd and javelins and may have light armour (+2) and buckler (free) or large shield (+2). *Light Infantry*. *Warband* (Rules 5 and 6 only).

Carians have hand weapon, thrusting spear and large shield and may have light armour (+2). Both are *Warband* (rules 5 and 6 only).

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with hand weapons. They may have light armour (+2).

One light ballista may be taken for each Persian unit in the army.

16. SYRACUSAN

400 BC to 210 BC

The famous city of Syracuse was founded by the Corinthian Greeks in the sixth century BC and became the pre-eminent force on the island of Sicily. It fought against the Carthaginians, Athenians and Romans and was eventually captured by the latter. The engineers employed by the Syracusan Tyrants were responsible for many innovations including siege catapults. While the troops are largely Greek in nature, Syracuse utilised impressive numbers of mercenaries from a variety of nations.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 25%

Infantry and Light Troops: At least 25%

Mercenaries: up to 40%

Artillery and Allies: up to 20%

Note: The Syracusan army has no army or unit standards and instead makes use of the *Oracles* rule. Non-Greek mercenaries may have unit standards, but cannot benefit from *Oracles*, and *Oracles* and unit standards cannot both be applied to the same melee.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tyrant	4	4	3	3	3	3	4	2	9	143
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	4	3	4	3	2	5	2	8	84

Hand weapon, light armour and large shield.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy	6	3	3	3	3	1	4	1	7	18
Light	6	2	3	3	3	1	3	1	5	13

Hand weapon and javelins. Heavy cavalry may have light armour (+2).

Light Cavalry are *Skirmishers*. They may upgrade to WS3, Ld 6, *Light Cavalry* (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Hoplites	4	3	3	3	3	1	3	1	7	13
Militia Hoplites	4	2	3	3	3	1	3	1	5	7

All have hand weapon, thrusting spear and large shield. *Phalanx*. May take light armour (+2). Militia Hoplites are *Levy*. The army must contain at least one unit from this section.

LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltasts	5	3	3	3	3	1	3	1	6	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Peltasts have hand weapon, javelins and buckler. *Light Infantry*.

Skirmishers have hand weapon and javelins. Up to half of all Skirmisher units may replace javelins with short bow or sling (free). *Skirmishers*.

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Superior Hoplites	4	4	3	3	3	1	3	1	8	17
Mercenary Hoplites	4	3	3	3	3	1	4	1	8	15
Spanish	5	3	3	3	3	1	3	1	5	9
Celts	5	3	3	3	3	1	3	1	5	8

Hoplites have hand weapon, thrusting spear and large shield. May take light armour (+2). *Phalanx*. If (and only if) a Tyrant army general is used, the army must field a single unit of Superior Hoplites, representing the Tyrant's guard. These are *Trained Phalanx* and may be *Stubborn* (+3).

Spanish infantry are armed with hand weapon, javelins and shield. They may have light armour (+2) and every second unit may have throwing spears (+3). *Light Infantry*. *Warband*.

Celt infantry have *Mixed Weapons* and shield. May take light armour (+2). *Warband*. *Stealth*.

Peltasts and Skirmishers from the Light Troops section may be fielded as mercenaries, with the points being taken from this section. Peltasts become Ld7 (+1) and Skirmishers become WS3, Ld7 (+3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. They may have light armour (+2) and shield (+1). Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy.

ALLIES

The army may take an allied contingent from Sparta. In this case the army general may be replaced with a Spartan general, the points coming from the normal Syracusan character allowance.

17. WARRING STATES CHINESE 400 BC to 200 BC

By 400 BC the Zhou dynasty that had succeeded the Shang ruled in name only and a group of seven states vied for power over all China. After nearly two hundred years of warfare the Qin state emerged victorious. Armies of the period were large, well organised and composed largely of infantry, but made full use of all arms and the latest technology, including the deadly crossbow.

ARMY COMPOSITION

Characters: up to 25%

Chariotry and Cavalry: up to 25%

Infantry: At least 33%

Artillery: up to 10%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	6	3	8	153

Hand weapon, light armour and shield. Rides on a horse (+9) or in a chariot bought from this list. *Army General*. May have the *Stratagem* rule (+20).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Colonel	4	4	3	4	3	2	5	2	8	83
Standard Bearer	4	4	3	3	4	2	5	2	8	108

Colonel has hand weapon, light armour and shield. May ride a horse (+9) or in a chariot bought from this list.

Standard bearer has hand weapon, light armour and shield. May ride a horse (+9) or in a chariot bought from this list. *Army Standard Bearer*.

CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Chariots	6	4	4	3	4	2	4	2	8	76
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Driver and two crewmen armed with hand weapon. One has crossbow, the other halberd. May have light armour (+4) or heavy armour (+6). *Heavy Chariots*.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot Runners	5	3	3	3	3	1	3	1	5	8

Hand weapon and Shield. May have light armour (+2) and may exchange shield for halberd (+1).

Skirmishers. Chariot Runners. May not be more units of chariot runners than there are of chariots, and maximum unit size is ten figures.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	7	3	3	3	3	1	3	1	7	19
Archers	7	3	3	3	3	1	3	1	7	19

Lancers have hand weapon and halberd. May have light armour (+2). *Light Cavalry*.

Archers have hand weapon and composite bows, or improvised weapons and light crossbows. May have light armour (+2). *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	4	4	3	3	3	1	4	1	8	20
Halberdiers	4	3	3	3	3	1	3	1	7	10
Spearmen	4	3	3	3	3	1	3	1	7	11
Swordsmen	4	3	3	3	3	1	3	1	7	9

Guards have hand weapon, light armour and shield and may have heavy armour (+1) and large shield (+1) and thrusting spear (+2). They may exchange hand weapon and shield for two handed sword (+2). They are *Drilled* and *Stubborn*.

Halberdiers have hand weapon and halberd and may have light armour (+2).

Spearmen have hand weapon, thrusting spear and shield. They may have light armour (+2) and large shield (+1). Halberdiers and spearmen may use *Combined Formation*: up to 50% of each unit may be comprised of Missile Troops (below).

Swordsmen have hand weapon and shield and may have light armour (+2) or large shield (+1). They are *Light Infantry*. They may be upgraded to Elite Infantry with WS4 and I4 for +3 points.

MISSILE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	3	3	3	1	3	1	7	10
Crossbows	4	3	3	3	3	1	3	1	7	12

Archers have improvised weapon and composite bow. May have light armour (+2). *Light Infantry*.

Crossbowmen have improvised weapon and crossbow. May have light armour (+2). *Light Infantry*.

LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mass Levy	4	2	2	3	3	1	2	1	5	4

Halberd. *Levy*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt				5	6	2				32

Thrower										
Crew	4	3	3	3	3	1	3	1	7	

2 Crew with hand weapons. May have light armour (+2).

18. LATER HOPLITE GREEK

400 BC to 275 BC

After the Peloponnesian War the city states continued to squabble with each other, fuelled by Persian gold. They also provided solid mercenary troops to Persia, Egypt and Carthage and were involved in expeditions to all these areas. The period saw the eclipse of Athens and the rise of Thebes. Many armies were formed from coalitions of several city states under the leadership of one of the main powers. Greece was subjugated by Phillip II of Macedon and remained under heavy Macedonian influence, eventually adopted the Macedonian military system. The main difference from the earlier period is the use of much more effective light troops, and cavalry.

ARMY COMPOSITION

Sparta

Characters: up to 25%

Cavalry: up to 25%. May not take Elite Cavalry.

Infantry: At least 50% At least one phalanx must upgrade to Elite. May not take Militia.

Light Troops: up to 25%

Allies & Mercenaries: up to 25% May chose allies from Minor States in this list.

A Spartan King may upgrade to Ld10 (+100). Elite hoplites are T4, Drilled and Stubborn (+6).

Thebes

Characters: up to 25%

Cavalry: up to 25%

Infantry: At least 50%. Elite and Regular Hoplites cost +2 points and receive a maximum of +3 combat resolution bonus for ranks rather than the usual +2.

Light Troops: up to 25%

Allies & Mercenaries: up to 25% May chose allies from Minor States in this list.

Minor States

Characters: up to 25%

Cavalry: up to 10% May not take Elite Cavalry.

Infantry: At least 50% May not take Elite Hoplites. Must field at least one unit of Militia Hoplites.

Light Troops: up to 25%

Note: Greek armies may not have unit or army standards, but instead use the *Oracles* rule.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Polemarch	4	6	3	4	4	3	6	3	9	158

Hand weapon, light armour, thrusting spear and large shield. May ride a 7" movement horse (+9) in which case exchanges large shield for heavy armour. *Army General*. May be *Veteran* (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Xenagos	4	4	3	4	3	2	5	2	8	86

Hand weapon, light armour, thrusting spear and large shield. May ride a 7" movement horse (+9) in which case exchanges large shield for heavy armour. May be *Veteran* (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek Horse	7	3	3	3	3	1	3	1	7	18

Hand weapon and javelins. May have light armour (+2) or heavy armour (+3). May exchange javelins for thrusting spear (+2). Unarmoured cavalry may be *Light Cavalry* (free). Heavy Cavalry may upgrade to WS4, I4, Ld8 (+5) as elite troops.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Hoplites	4	3	3	3	3	1	3	1	7	13
Mercenary Hoplites	4	3	3	3	3	1	4	1	8	15
Militia Hoplites	4	2	3	3	3	1	3	1	5	7

All have hand weapon, thrusting spear and large shield. May take light armour (+2). *Phalanx*. Militia Hoplites are *Levy*. Mercenary Hoplites may upgrade to WS4, *Trained Phalanx* (+3) as Elites such as Spartans. Note Mercenary Hoplites are not subject to the *Allies and Mercenaries* rule.

LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltasts	5	3	3	3	3	1	3	1	7	9
Psiloi	5	2	3	3	3	1	3	1	5	6

Peltasts have hand weapon, javelins and buckler. They are *Light Infantry*. May upgrade buckler to shield (+1) and add thrusting spear (+2).

Psiloi have improvised weapon, javelin and buckler. Up to half of all Psiloi units may replace javelins with short bow or sling (free). One unit may upgrade to WS3, BS4, Ld 7, armed with composite bow (+8), as Cretans. Psiloi are *Skirmishers*.

19. REPUBLICAN ROME 400 BC to 30 BC

This list takes the Roman army from the abandonment of the hoplite system to the end of the Republic after the wars of the triumvirs. The composition of the legion changed at an uncertain point, probably early in the second punic war, and then existed unaltered down to the abandoning of the manipular system around the end of the second century at the time of the "Marian reforms". For the early part of the period, we have chosen to interpret the Rorarii as identical to leves and the Accensi to be treated as camp guards and servants, and so left off table. The later period was blighted by civil wars as the political game played out, but the Romans also found time to fight the Germans, Gauls, Britons, Spanish, Numidians, Greeks, Pontics, Parthians and Egyptians amongst others! The battalion-sized cohort was now the principal formation within the legion. The main difference between this later period and that of the early Empire lies in the nature of the auxiliary troops, which were still formed from contingents fighting in their own native style.

ARMY COMPOSITION

Early Army (400 BC to 100 BC)

Characters: up to 25%

Roman and Latin Troops: At least 40%

Allies & Mercenaries: Up to 50%

Troops may only be chosen from the Roman and Latin horse and infantry options; all other troops must be allies & mercenaries.

Later Army (100 BC to 30 BC)

Characters: up to 20%

Cavalry: Up to 25%

Legionary Infantry and Skirmishers: At least 50%

Allies: Up to 25%

May not chose from the Roman and Latin Infantry section

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Consul	4	5	3	4	3	3	6	2	9	149
Vir Militaris	4	6	3	4	4	3	6	3	10	258
Politician (L)	4	4	3	3	3	3	4	2	8	141

Hand weapon, light armour and large shield. May ride a 6" movement horse (+9) in which case exchange large shield for throwing spear and shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribune (E) or Legate (L)	4	4	3	4	3	2	5	2	8	84
Standard Bearer	4	4	3	3	4	2	5	2	8	109

A Tribune or Legate has a hand weapon, light armour and large shield. A Tribune may ride a 6" movement horse (+9), and a Legate may ride a 8" movement horse (+11): in both cases exchanging large shield for throwing spear and shield..

A standard bearer has a hand weapon, light armour and large shield. May ride a 6" movement horse (+6) in which case exchange large shield for shield. *Army Standard Bearer*.

CAVALRY

0-2 units	M	WS	BS	S	T	W	I	A	Ld	Pts
Roman and Latin horse	6	3	3	3	3	1	3	1	7	20
Spanish Cavalry	8	3	3	3	3	1	3	1	7	22
Gallic or German Cavalry	8	4	4	3	3	1	4	1	7	26
Numidian Cavalry	8	3	4	3	3	1	4	1	7	28

Roman and Latin Horse have a hand weapon, throwing spear and shield. May have javelins (+1) and light armour (+2). Units should not be more than eight figures strong.

Spanish cavalry have hand weapon, throwing spear and shield and may have light armour (+2) and javelins (+1) and are *Light Cavalry* if unarmoured. May exchange throwing spear for thrusting spear (free).

Gallic or German Cavalry have hand weapon, *Mixed Weapons* and shield.

Numidian cavalry have improvised weapon, javelins and buckler. They are *Light Cavalry* with *Feigned Flight* and *Parthian Shot*.

ROMAN AND LATIN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	5	2	3	3	3	1	3	1	5	7
Velites	5	3	3	3	3	1	3	1	7	10
Hastati	4	3	3	3	3	1	3	1	7	12
Principes	4	3	3	3	3	1	3	1	7	12
Triarii	4	3	3	3	3	1	3	1	8	18
0-1 Extraordinarii	5	4	4	3	3	1	3	1	8	17
Spearman	5	3	3	3	3	1	3	1	7	12

Leves have hand weapon, javelins and shield. *Skirmishers*. They cannot be used with Velites, and cease to appear during the early part of the second Punic war.

Velites have hand weapon, javelins and shield. They may have throwing spears (+3), and are *Skirmishers*. They cannot be used with Leves, and begin to appear during the early part of the second Punic war.

Hastati have hand weapon, thrusting spear and large shield. Early in the period, they exchange thrusting spear for heavy throwing spear (+1). They may have light armour (+2) and may be *Drilled* (+2). There must be one unit of Hastati for each unit of Principes in the army.

Principes have hand weapon, thrusting spear and large shield. From the end of the wars with Pyrrhus they replace thrusting spear with heavy throwing spear (+1). They may have light armour (+2) and may be *Drilled* (+2) and *Stubborn* (+3). There must be one unit of Principes for every unit of Triarii in the army (two units per unit of Triarii after the second Punic War).

Triarii have hand weapon, thrusting spear and large shield. They may have light armour (+2) and are *Drilled* and *Stubborn*.

Legionary maniples may interpenetrate each other without penalty, except when charging. Principes may re-roll failed panic tests caused by routing Hastati, and Triarii may re-roll those caused by routing Hastati and Principes.

Latin allies can also be depicted using the above classification. Those that did not fight in the Roman fashion should use the next two troop types.

Extraordinarii were the elite contingent of allies fighting in the “old” style. Both they and the Italian spearmen have a hand weapon, throwing spear and shield, and may have light armour (+2) and large shield (+1). They are *Open Order*. The extraordinarii unit may not be larger than any of the Italian spearmen units present.

LEGIONARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw	4	3	3	3	3	1	3	1	7	15
Seasoned	4	3	3	3	3	1	3	1	7	17
Elite	4	4	3	3	3	1	4	1	8	24

Hand weapon, light armour, large shield and heavy throwing spear. Seasoned Legionaries are *Drilled*. Elite Legionaries are *Drilled* and *Stubborn*. Seasoned and Elite Legionaries may be *Veteran* (+1).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Javelinmen	5	2	3	3	3	1	3	1	5	6
Slingers	5	2	3	3	3	1	3	1	5	6
0-1 Balearic Slingers	5	3	4	3	3	1	3	1	7	12

Javelinmen have hand weapon, javelins and buckler. *Skirmishers*.

Slingers have hand weapon, sling and buckler. *Skirmishers*.

The above could be of a variety of nationalities, such as Numidians, Gauls, Spanish, Germans, Illyrians, Thracians or Greeks.

Balearic Slingers have hand weapon, sling and buckler. *Warband. Skirmishers*. A Balearic unit must contain no more models than the smallest other slinger unit.

ALLIES AND MERCENARIES

An early army may have allied contingents from the Spanish, Gallic, Numidian or Twilight of Greece lists. May also include 0-2 units of warriors from the Illyrian list.

A later army may have allied contingents from the Numidian, Twilight of Greece or Pergamene lists.

20. MACEDON 359 BC to 331 BC

This is the army forged by Philip II and wielded by him and Alexander to subdue the Illyrians and Thracians, unite Greece and invade the Persian Empire. After its success, Alexander began altering the composition of the force by incorporating troops from the newly conquered areas.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 33%

Infantry: At least 25%

War Machines, Allies and Mercenaries: Up to 25%

The Macedonian army does not have standards but instead makes use of the *Oracles* rule.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Philip II	4	6	3	3	4	4	5	2	9	160
Alexander	4	6	3	4	4	3	6	3	10	258
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. May ride a horse (+11), or a Warhorse (+18). If mounted exchanges light armour and large shield for heavy armour and xyston. *Army General*. May be *Veteran* (+1).

If Philip is army general, the cavalry component is reduced to a maximum of 25%. Alexander may have the *Stratagem* rule (+20) or may instead take the option to reroll his Oracles at the start of the game for the same points cost.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	4	3	3	2	5	2	8	84

A taxiarch has hand weapon, light armour and large shield.

A Hipparch rides a horse (+11), or a Warhorse (+18). If mounted has heavy armour and xyston. May be *Veteran* (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Companion Cavalry	8	4	3	3	3	1	4	1	9	31
Thessalian Cavalry	8	3	4	3	3	1	3	1	8	28
Prodromoi	8	4	3	3	3	1	4	1	8	24
Light Cavalry	8	3	3	3	3	1	3	1	7	18

Companions have hand weapon, light armour and xyston and may upgrade to heavy armour (+1). *Wedge*. One unit may be *Stubborn* (+3).

Thessalians have hand weapon, light armour and thrusting spear. May have javelins (+2) and upgrade to heavy armour (+1). *Wedge*. One unit may be *Stubborn* (+3). There may be one unit of Thessalians for each unit of Companions.

Prodromoi and light cavalry have hand weapon, javelins (+1) or thrusting spears (+3). *Light Cavalry*. Prodromoi fight in *Wedge* and one unit may replace javelins with xyston (+3). There may be one unit of Prodromoi for each unit of Companions.

INFANTRY

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hypaspists	4	4	4	3	3	1	3	1	8	21
Phalangites	4	3	3	3	3	1	3	1	7	14

Hypaspists and Phalangites have hand weapon, pike and shield. They may have light armour (+2).

Macedonian Phalanx. Mixed Armour. Hypaspists are *Drilled*; Phalangites may be *Drilled* (+2). One unit of each type may be *Stubborn* (+3). There may be one unit of Hypaspists for each unit of Phalangites in the army. At least one unit of Phalangites must be fielded.

Hypaspists may alternatively be fielded with hand weapon, thrusting spear and large shield (-2), or hand weapon, javelins and shield (-3) in which case they are *Drilled* and *Light Infantry*.

To represent the veteran nature of Alexander's army later in his campaigns, Phalanx infantry can be upgraded to veterans with the *Veteran* rule for (+1) points.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Agrianians	5	3	3	3	3	1	3	1	8	10
0-1 Cretans	5	3	4	3	3	1	3	1	7	14
Mercenaries	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Agrianians, mercenaries and skirmishers have hand weapon, javelins and buckler. Agrianians may replace javelins with sling (free). Every second unit of mercenaries may replace javelins and buckler with composite bow (free). All are *Skirmishers*. There may be one unit of Agrianians for every two units of other skirmishers.

Cretans have hand weapon, composite bow and buckler. *Skirmishers*. This unit may not be the largest unit of skirmishers in the army.

To represent the veteran nature of Alexander's army later in his campaigns, Agrianians, Cretans and Mercenaries can be upgraded to veterans with the *Veteran* rule (+1).

Note that the *Allies and Mercenaries* rule does not apply to these troops.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. They may have light armour (+2) and shield (+1). Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy.

ALLIES AND MERCENARIES

The army may take allied contingents from the Illyrian, Thracian or Later Hoplite Greek lists.

21. THE MACEDONIAN EMPIRE

330 BC to 300 BC

After the overthrow of Darius, Alexander reorganised his forces and pressed on to consolidate his conquest of the East. Many of the old contingents were sent home, others were re-equipped, and new troops from the conquered areas were added to the mix. Alexander was still experimenting with new ideas when he died. After Alexander's death, his generals and provincial governors clashed, initially over who might control Alexander's legacy in its entirety, and later to carve out their own individual patrimonies. If Alexander really did bequeath his empire to "the strongest", then no-one was quite strong enough. The conflict lasted for a generation and ranged across a vast area.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 50%

Infantry: At least 25%

Elephants: Up to 1 per 1000 points

War Machines, Allies and Mercenaries: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Alexander	4	6	3	4	4	3	6	3	10	256
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. May ride a horse (+11), or a Warhorse (+18). If mounted exchanges light armour and large shield for heavy armour and xyston. *Army General*. May be *Veteran* (+1). Alexander may have the *Stratagem* rule (+20).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	4	3	3	2	5	2	8	84
Army Standard Bearer	4	4	3	3	3	2	5	2	8	107

A taxiarch has a hand weapon, light armour and large shield. May be *Veteran* (+1).

A Hipparch rides a horse (+11), or a Warhorse (+18), and has heavy armour and xyston. May be *Veteran* (+1).

Standard bearer has a hand weapon, light armour and large shield. May ride a horse (+8) or warhorse (+15), in which case exchanges large shield for heavy armour. *Army Standard Bearer*. May be *Veteran* (+1).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Macedonian Companions	8	4	3	3	3	1	4	1	9	31
0-1 Persian Companions (A)	8	3	3	3	3	1	3	1	8	26
Persian Cavalry (S)	8	3	3	3	3	1	3	1	8	25
Greek Cavalry (S)	8	3	3	3	3	1	3	1	7	23
Dahae/Scythians	8	2	4	3	3	1	3	1	7	27
Light Cavalry	8	3	3	3	3	1	3	1	7	24

Both types of Companions have hand weapon, light armour and xyston and may upgrade to heavy armour (+1). *Wedge*. One unit of Macedonian Companions may be *Stubborn* (+3).

Persian and Greek cavalry have hand weapon, light armour and thrusting spear and may upgrade to heavy armour (+1).

Dahae/Scythians have improvised weapon, javelins and composite bows. *Skirmishers*. *Parthian Shot*.

Light cavalry have hand weapon, javelins and throwing spears. *Skirmishers*. *Parthian Shot*.

INFANTRY

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hypaspists/Veterans	4	4	4	3	3	1	3	1	8	21
Seasoned Phalangites	4	3	3	3	3	1	3	1	7	14
Phalangites	4	3	3	3	3	1	3	1	6	13

All have hand weapon, pike and shield. *Macedonian Phalanx*. *Mixed Armour*. They may have light armour (+2). Hypaspists/Veterans are *Drilled* and may be *Stubborn* (+3). Seasoned Phalangites may be *Drilled* (+2).

There may be one unit of Hypaspists/Veterans for every two units of other Phalangites in the army. At least one unit of phalangites must be fielded.

In Alexandrian armies, Hypaspists may alternatively be fielded with thrusting spear and large shield (-2), or javelins and shield (-4) in which case they are *Drilled* and *Light Infantry*.

Phalanx infantry can be upgraded to veterans with the *Veteran* rule for (+1) points.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cretans	5	3	4	3	3	1	3	1	8	15
Agrianians (A)	5	3	3	3	3	1	3	1	8	10
Mercenaries	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Cretans have a hand weapon, composite bow and buckler. *Skirmishers*.

Others have a hand weapon, javelins and buckler. Agrianians may replace javelins with sling (free).

Every second unit of mercenaries may replace javelins and buckler with composite bow (+1) or sling (free). All are *Skirmishers*. There may be one unit of Agrianians for every two units of other skirmishers.

Agrianians and Mercenaries can be upgraded to veterans with the *Veteran* rule for (+1) points.

Successor Skirmishers may be fielded as *Levy* (-2 points, BS2).
Note that the *Allies and Mercenaries* rule does not apply to these troops.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	155
Crew	4	3	3	3	3	1	3	1	7	
Mahout					3	1			7	

The mahout is unarmed; the single crewman has hand weapon and pike.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon.. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. They may have light armour (+2) and shield (+1).

ALLIES AND MERCENARIES

The army may take allied contingents from the Thracian, Later Hoplite Greek, Later Persian or Classical Indian lists. To represent Lysimachus' short lived kingdom in Thrace and Asia Minor, increase the Allies allowance to 50% of the army and take allies from the Thracian list only.

22. SELEUCID 300 BC to 83 BC

Seleucus was one of the more successful of Alexander's generals, securing uncontested control of the eastern portions of the empire by the end of the successor wars, though not able to hang on to India. His empire was to endure until the first century BC, finally succumbing to the rising power of Parthia and Rome.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 50%

Infantry: At least 25%

Elephants: 1 per 1000 points

War Machines, Allies and Mercenaries: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. May ride a horse (+11), or a Warhorse (+18). If mounted exchanges light armour and large shield for heavy armour and xyston. The mount may be half barded (+2) or barded (+4). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	4	3	3	2	5	2	8	84
Army Standard Bearer	4	4	3	3	4	2	4	2	8	108

A taxiarch has a hand weapon, light armour and large shield.

A Hipparch rides a horse (+11), or a Warhorse (+18) and has heavy armour and xyston. The mount may be half barded (+2) or barded (+4).

A standard bearer has a hand weapon, light armour and large shield. May ride a horse (+8) or a warhorse (+15) in which case exchanges light armour and large shield for heavy armour. The mount may be half barded (+2) or barded (+4). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Macedonian Companions	8	4	3	3	3	1	4	1	9	31
0-1 Agema Cavalry	8	4	3	3	3	1	3	1	8	28
Line Cavalry	8	3	3	3	3	1	3	1	8	26
Dahae/Scythians	8	2	4	3	3	1	3	1	7	27
Light Cavalry	8	3	3	3	3	1	3	1	7	24

Companions, Agema and Line cavalry have hand weapon, light armour and xyston and may upgrade to heavy armour (+1) and half barding (+2). *Wedge*.

Agema and line cavalry may instead upgrade to Cataphract armour and full metal barding (+11) in which case they become *Cataphracts* but no longer fight in *Wedge*.

Dahae/Scythians have improvised weapon, javelins and composite bows. *Skirmishers. Parthian Shot*.

Light cavalry have hand weapon, javelins and throwing spears. They may have shields (+1). *Skirmishers. Parthian Shot*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Argyraspids	4	4	3	3	3	1	3	1	8	20
Phalangites	4	3	3	3	3	1	3	1	6	13

All have hand weapon, pike and shield. They may have light armour (+2). *Macedonian Phalanx*.

Argyraspsids are *Stubborn*. At least one unit of phalangites must be fielded.

In later armies Argyraspids may be fielded with hand weapon, light armour, heavy throwing spear and large shield (+1); they lose the phalanx rule.

SUPPORTING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thorakitai	5	4	4	3	3	1	3	1	7	19
Peltasts	5	3	3	3	3	1	3	1	7	12
0-1 Levy Archers	4	2	2	3	3	1	2	1	5	4

Thorakitai and Peltasts have hand weapon, javelins, thrusting spear and shield. Thorakitai have light armour. All are *Light Infantry*.

Levy archers have improvised weapon and composite bow. *Levy*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cretans	5	3	4	3	3	1	3	1	8	15
Elephant escorts	5	2	3	3	3	1	3	1	6	7
Mercenaries	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Cretans have hand weapon, composite bow and buckler. Others have hand weapon, javelins and buckler. All may replace javelins and buckler with composite bow (+1) or sling (free). All are *Skirmishers*. Skirmishers may be fielded as *Levy* (-2 points, BS2).

Note that the *Allies and Mercenaries* rule does not apply to these troops.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. Crew may have light armour (+2) and shield (+1).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	155
Crew	4	3	3	3	3	1	3	1	7	
Mahout	4				3				7	

The mahout is unarmed; the single crewman has hand weapon and pike. Up to two additional crewmen with hand weapon and javelins may be added (+9 each). All may have light armour (+2). One crewman may exchange javelins for composite bow (+1). If there is more than one crewman, the elephant is equipped with a howdah (+6) and shields may be attached to the outside (+2 per crewman). The howdah provides a 5+ save increased to 4+ by adding shields. An elephant with a howdah may also have barding (+8).

SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scythed Chariot	7			5	4	1	3	1	5	75
Driver		3	3	3	3	1	3	1	7	

Driver has heavy armour and improvised weapon.

Scythed chariots may be fielded in units of 1 or more models. Each model has a unit strength of 3. May not take leaders, standards or musicians. *Heavy Chariot* causing D6+2 impact hits.

ALLIES AND MERCENARIES

The army may take allied contingents from the Thracian and Galatian lists.

23. PTOLEMAIC EGYPTIAN 300 BC to 40 BC

Ptolemy was the other great beneficiary of the successor wars, securing control of Egypt and ruling as Pharaoh. He was virtually the only one of Alexander's generals to die in his bed. The state was eventually annexed as a province of Rome after its involvement in the wars that ended the Republic.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 25%

Infantry: At least 25%

Elephants: 1 per 1000 points

War Machines: Up to 10%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. May ride a horse (+9), or a Warhorse (+16). If mounted exchanges light armour and large shield for either heavy armour and xyston (+2), or light armour, javelins and shield (free). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	4	3	3	2	5	2	8	84
Army Standard Bearer	4	4	3	3	4	2	5	2	8	109

A taxiarch has a hand weapon, light armour and large shield.

A hipparch rides a horse (+9), or a Warhorse (+16) and has heavy armour and xyston (+2), or light armour, javelins and shield (+1).

A standard bearer has a hand weapon, light armour and large shield. May ride a horse (+8) or a warhorse (+15) and then exchanges light armour and large shield for either heavy armour or light armour and shield. *Army Standard Bearer*.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1Macedonian Companions	8	4	3	3	3	1	4	1	9	31
Line Cavalry	8	3	3	3	3	1	3	1	8	26
Tarentine Cavalry	8	3	4	3	3	1	3	1	7	25
Light Cavalry	8	3	3	3	3	1	3	1	6	20

Companions and Line cavalry have hand weapon, light armour and xyston and may upgrade to heavy armour (+1). *Wedge*. They may exchange xyston for throwing spear and shield (free), in which case they lose the *Wedge* rule.

Tarentine Cavalry and light cavalry have hand weapon, javelins and shield. *Skirmishers*. *Parthian Shot*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Agema	4	4	3	3	3	1	3	1	8	20
Phalangites	4	3	3	3	3	1	3	1	7	14
Egyptian	4	3	3	3	3	1	3	1	6	13

Phalangites										
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All have hand weapon, pike and shield. They may have light armour (+2). *Macedonian Phalanx*. Agema are *Stubborn*. At least one unit of phalangites must be fielded.

SUPPORTING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracians	5	3	3	3	3	1	3	1	5	11
Peltasts	5	3	3	3	3	1	3	1	7	12
0-1 Galatians	5	3	3	3	3	1	3	1	5	7

Thracians have hand weapon, javelins, halberd and shield. *Warband*. *Light Infantry*.

Peltasts have hand weapon, javelins, thrusting spear and shield. *Light Infantry*.

Galatians have *Mixed Weapons* and shield. *Warband*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cretans	5	3	4	3	3	1	3	1	8	15
Elephant escorts	5	2	3	3	3	1	3	1	6	7
Mercenaries	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Cretans have hand weapon, composite bow and buckler. Others have hand weapon, javelins and buckler.

Skirmishers may replace javelins and buckler with composite bow (+1) or sling (free). All are *Skirmishers*.

Note that the *Allies and Mercenaries* rule does not apply to these troops.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. They may have light armour (+2) and shield (+1).

ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	148
Crew	4	3	3	3	3	1	3	1	7	
Mahout					3				7	

The mahout is unarmed; the two crew have hand weapon and javelins. One may exchange javelins for composite bow (+1) and one may exchange javelins for pike (+2).

The elephant may be fitted with a howdah (+6) and shields may be attached to the outside (+2 per crewman). The howdah provides a 5+ save increased to 4+ by adding shields.

24. TWILIGHT OF GREECE

300 BC to 146 BC

This list covers the Greek states and alliances from the abandonment of the traditional phalanx until Greece fell under the sway of Rome. The progressive lightening of equipment led from the earlier hoplite to the "Iphicratean" armament and thence to the widespread use of Peltasts. Most states then adopted

the pike phalanx in imitation of Macedonia. The line infantry of an army should therefore comprise either mainly of Peltasts, possibly with a few “unreformed” hoplites, or mainly of pikemen with supporting Peltasts.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 25%

Infantry: At least 25%

War Machines, Allies and Mercenaries: Up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	4	6	3	4	4	3	5	3	9	155

Hand weapon, light armour and large shield. May ride a horse (+9). If mounted has heavy armour and xyston (+2), or light armour, javelins and shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	4	3	3	2	5	2	8	84
Army Standard Bearer	4	4	3	3	4	2	5	2	8	109

A taxiarch has a hand weapon, light armour and large shield.

A hipparch rides a horse (+9) and has heavy armour and xyston (+2), or light armour, javelins and shield.

A standard bearer has a hand weapon, light armour and large shield. May ride a horse (+8) and if mounted, has heavy armour, or light armour and shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Line Cavalry	8	3	3	3	3	1	3	1	7	24
Tarentine Cavalry	8	3	4	3	3	1	3	1	7	25
Light Cavalry	8	3	3	3	3	1	3	1	6	20

Line cavalry have hand weapon, light armour and xyston and may upgrade to heavy armour (+1). *Wedge*.

They may exchange xyston for throwing spear and shield (free), in which case they lose the *Wedge* rule.

Tarentine Cavalry and light cavalry have hand weapon, javelins and shield. *Skirmishers. Parthian Shot*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Agema	4	4	3	3	3	1	3	1	8	17
Phalangites	4	3	3	3	3	1	3	1	7	14
Peltasts	5	3	3	3	3	1	3	1	7	12
Hoplites	4	3	3	3	3	1	3	1	7	14

Agema and Phalangites have hand weapon, pike and shield. *Macedonian Phalanx*. They may have light armour (+2).

Peltasts have hand weapon, javelins, thrusting spear and shield. *Light Infantry*. One unit may have light armour (+2).

Hoplites have hand weapon, thrusting spear and large shield. *Trained Phalanx*. They may have light armour (+2).

The Agema may instead be fielded as Light Infantry (M5, no longer *Macedonian Phalanx*) with hand weapon, thrusting spear, javelins and shield (-2). They may still have light armour (+2). At least one unit of Phalangites or Peltasts must be fielded.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenaries	5	2	3	3	3	1	3	1	7	8
Skirmishers	5	2	3	3	3	1	3	1	5	6

Hand weapon, javelins and buckler. Skirmishers may replace javelins and buckler with composite bow (+1) or sling (free). Skirmishers may be fielded as *Levy* (-1). All are *Skirmishers*.

Note that the *Allies and Mercenaries* rule does not apply to these troops.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. They may have light armour (+2) and shield (+1).

ALLIES

The army may have allied contingents from the Illyrian and Thracian lists.

25. PYRRHIC

300 BC to 275 BC

Pyrrhus of Epirus was ejected from his Kingdom and served as a subordinate commander to Antigonos "One-eye". He later received aid from Ptolemy Keraunos enabling him to retake his crown in Epirus and to recruit a Macedonian style army from the peoples in his domain. He fought against Rome, Carthage, Macedon and the Greeks, winning battles but not wars, until killed in street fighting in Argos, by an Argive woman with a roof tile. This list portrays the army during the clashes with Rome and Carthage.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 20%

Phalanx: at least 25%.

Light Infantry: up to 25%

Special Troops and Allies: Up to 50%. One elephant may be taken per 1,000 points. At least one **must** be taken.

GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pyrrhus	4	6	3	4	4	3	6	3	9	157

Hand Weapon, light armour and large shield. May ride a warhorse (+18) in which case exchanges large shield for heavy armour and xyston. *Army General. Veteran.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	3	4	4	2	5	2	8	87
Standard bearer	4	4	3	3	4	2	4	2	8	109

A Taxiarch has a hand Weapon, light armour and large shield. A Hipparch rides a horse (+11) or a warhorse (+18) in which case exchanges large shield for heavy armour and xyston. *Veteran*.

Standard bearer has a hand weapon, light armour and large shield. May ride a horse (+8) or a warhorse (+15) in which case exchanges large shield for heavy armour. *Army Standard Bearer. Veteran*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Agema	8	4	3	3	3	1	4	1	8	32
0-1 Thessalians	8	4	4	3	3	1	4	1	8	31
Mercenary Horse	8	2	3	3	3	1	3	1	6	16

Agema have a hand weapon, light armour and xyston. *Wedge. Stubborn*. They may have heavy armour (+1) and may exchange xyston for throwing spear, javelins and shield (+5).

Thessalians have a hand weapon, light armour and xyston. *Wedge*. They may have heavy armour (+1) and may exchange xyston for throwing spear, javelins and shield (+6).

Mercenary horse have a hand weapon and javelins, and may have buckler (free) or shield (+1). *Light Cavalry*.

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	4	4	3	3	3	1	4	1	8	23
Macedonians	4	3	3	3	3	1	4	1	7	17
Epirotes	4	3	3	3	3	1	3	1	7	16

Hand weapon, pike, light armour and shield. May have heavy armour (+1). *Macedonian Phalanx*. There must be at least one Epirote unit for every Macedonian unit. Guards are *Stubborn* and may exchange pike for thrusting spear and javelins (free). If they take this option and do not have heavy armour, they may fight as *Light Infantry*. There must be at least one phalanx unit in the army.

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Aetolian Peltasts	5	3	3	3	3	1	4	1	6	11
Peltasts	5	2	3	3	3	1	3	1	5	6
Mercenary Skirmishers	5	2	3	3	3	1	3	1	6	7
Cretan Archers	5	3	4	3	3	1	3	1	7	15
Italian Skirmishers	5	2	2	3	3	1	3	1	5	5
0-1 Rhodian Slingers	5	2	3	3	3	1	3	1	6	7

Hand weapon, javelins and buckler. All Peltasts may upgrade to Shield (+1) and are *Light Infantry*. All other types listed here are *Skirmishers*. Aetolians have *Feigned Flight*. Every second Mercenary skirmisher unit may exchange javelins and buckler for composite bow (+1). Cretans have composite bow and shield in place of javelins and buckler; Rhodian slingers exchange javelins for sling. This unit must be the smallest skirmish unit in the army.

SPECIAL TROOPS AND ALLIES

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tarentine Conscripts	4	2	2	3	3	1	2	1	6	8
Italiotes	4	3	3	3	3	1	3	1	7	15

Hand weapon, light armour, large shield and thrusting spear. *Phalanx*. Tarentine Conscripts are *Levies*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tarentines	8	2	4	3	3	1	3	1	6	22

Hand weapon, javelins and shield. *Skirmishers*. *Parthian Shot*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	180
Mahout	4	2	2	3	3	1	2	1	7	
Crewman	4	3	3	3	3	1	3	1	7	

All have hand weapons. The Mahout has javelins; the 2 crew have light armour, javelins and shields hung on the outside of the elephant's howdah to give a 3+ save. *Elephant*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt Thrower	-	-	-	-	6	2	-	-	-	32
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of 2 men armed with hand weapons. May add an additional crewman for +10 points. They may have light armour (+2) per crewman.

There may be no more than one artillery piece per infantry unit in the army.

ALLIES

The army may take allied units from the Campanian list. Galatian allies may be used instead, in which case Tarentine and Italian troops may not be included-this represents Pyhrrus' army in Greece.

26. BACTRIAN GREEK

300 BC to 30 BC

The eastern provinces of Alexander's empire were lost in revolt and secession, and while most of the Indian lands fell to the nascent Mauryan Empire, others remained under independent Greek control for some time. The Hellenistic influences upon their armed forces would have waned over time, and this list tries to capture the flavour of their armies while that influence remained considerable.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 50%

Infantry: At least 25%

Elephants: 1 per 1000 points

Allies: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	8	6	6	4	4	3	6	3	9	177

Hand weapon, heavy armour, composite bow and kontos. Rides a horse which may have half barding (+2). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hipparch	8	4	4	3	3	2	5	2	8	99
Army Standard Bearer	8	4	3	3	3	2	5	2	8	115

A Hipparch has a hand weapon, heavy armour, composite bow and kontos. May have half barding (+2).

A standard bearer has a hand weapon and heavy armour. May have half barding (+2). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard Cavalry	8	4	3	3	3	1	4	1	8	30
Line Cavalry	8	3	3	3	3	1	3	1	7	25
0-1 Saka Nobles	8	4	3	3	3	1	3	1	7	29
Saka Archers	8	2	3	3	3	1	3	1	6	22
Bactrians	8	2	3	3	3	1	3	1	6	23

Guard and line cavalry have hand weapon, light armour, kontos and composite bow. May have heavy armour (+1) and half barding (+2).

Saka Nobles have hand weapon, heavy armour, kontos and half barding. *Wedge*.

Saka archers have hand weapon and composite bow. *Skirmishers. Feigned Flight. Parthian Shot*.

Bactrians have hand weapon, composite bow and javelins. *Skirmishers. Feigned Flight. Parthian Shot*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangites	4	3	3	3	3	1	3	1	7	14
Peltasts	5	3	3	3	3	1	3	1	7	12
Skirmishers	5	2	3	3	3	1	3	1	5	6

Phalangites have hand weapon, pike and shield. They may have light armour (+2). *Macedonian Phalanx*.

Peltasts have hand weapon, javelins, thrusting spear and shield. *Light Infantry*.

At least one unit of Phalangites must be fielded.

Skirmishers have hand weapon, javelins and buckler. *Skirmishers*. May exchange javelins for composite bow (+1).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian	6	4	0	7	6	6	3	4	4	170

Elephant										
Crew	4	3	3	3	3	1	3	1	7	
Mahout					3	1			7	

The mahout is unarmed; the two crew have hand weapon, javelins and shields. They may have light armour (+2 each). The elephant is fitted with a howdah, which provides a 5+ save.

ALLIES

The army may have allied contingents from the Classical Indian list.

27. ARMENIAN 300 BC to 386 AD

The Armenian Satrapy of the Persian Empire became independent during the Successor wars, and remained so until divided between Rome and Sassanid Persia. This list reflects the army under Tigranes who fought unsuccessfully against the Romans.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: At least 50%

Infantry: Up to 25%

Allies: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	7	6	3	4	4	3	6	3	9	168

Hand weapon, Cataphract armour and kontos. Rides a horse which may have half barding (+2) or barding (+4). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Senior officer	8	4	3	3	3	2	5	2	8	94
Army Standard Bearer	8	4	3	3	4	2	5	2	8	118

A senior officer has a hand weapon, Cataphract armour and kontos. Rides a horse (free). May have half barding (+2) or barding (+4).

A standard bearer has a hand weapon and cataphract armour. Rides a horse (free). May have half barding (+2) or barding (+4). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphracts	8	4	3	3	3	1	4	1	7	33
Horse Archers	8	2	3	3	3	1	3	1	6	26
Light Cavalry	8	2	3	3	3	1	3	1	5	16

Cataphracts have hand weapon, heavy armour and kontos. May have Cataphract armour (+1) and half barding (+2) or barding (+4). *Cataphracts*. One unit may be upgraded to Ld8 (+2).

Horse archers have hand weapon and composite bow. *Skirmishers*. *Nomad Horsemen*.

Light cavalry have hand weapon, javelins and shield. *Skirmishers*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Militia	5	3	3	3	3	1	3	1	6	9
Skirmishers	5	2	3	3	3	1	3	1	5	6
Levy	4	2	2	3	3	1	2	1	4	3

Militia have hand weapon, javelins and shield. *Light Infantry*.

Skirmishers have hand weapon and sling. May exchange sling for composite bow (+1) or javelins and buckler (free). *Skirmishers*.

Levy have improvised weapon and composite bow. *Levy*

ALLIES

The army may have an allied contingent from the Seleucid list. However Seleucid units will fail their *Allies and Mercenaries* roll on a 1 or 2 and all reduce their leadership value by 1 (-1 point per figure).

28. GALATIAN 279 BC to 25 BC

The Galatians were a Celtic people who migrated east and invaded Greece in 279 BC. They continued eastward and settled in Asia Minor. By the first century BC they were Roman allies and Galatia became a Roman province in 25 BC.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 50%

Cavalry and Chariots: Up to 25%

Skirmishers: Up to 20%

Allies: Up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	161

Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Warband. Army General*.

May ride a horse (+11) or in a chariot from the relevant section of the list (+58) in which case he is Ld8 but no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	3	2	5	3	6	92
Standard Bearer	5	4	3	3	4	2	4	2	6	103

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Warband*.

May ride a horse (+11) or in a chariot from the relevant section of the list (+58) in which case he is Ld7 but no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband*.

May ride a horse (+10) or in a chariot from the relevant section of the list (+58) in which case he is Ld8 but no longer *Warband*.

CAVALRY AND CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	8	30
Noble Chariots	8	4	4	3	4	1	4	2	7	58

Noble cavalry have *Mixed Weapons*, shield, and Light armour.

Chariots have an unarmed driver and a warrior with hand weapon, javelins and shield. May have light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	7
Fanatics	5	3	3	3	3	1	3	1	5	9

Mixed Weapons and shield. Warriors may have *Mixed Armour* with up to 33% of figures having light armour (+2). *Warband*. Fanatics have *Frenzy*. Any or all the infantry fielded may be Fanatics, so long as there is at least one unit of chariots in the army.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and javelins. May have buckler (free).

ALLIES

A Galatian army may take allies from the Twilight of Greece list (not hoplites or Phalangites).

29. LATER CARTHAGINIAN 270 BC to 203 BC

This list covers the armies of Carthage during the time of the city's conflict with Rome. Carthaginian forces were varied and complex and we have chosen to concentrate on the armies employed in Spain, and in Hannibal's invasion of Italy. There are many mercenary contingents but unusually, the Allies and Mercenaries rule does not apply to them. Units that are available only in one theatre are marked appropriately, as (S)pain only or (I)taly only.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 30%

Infantry: At least 50%

Elephants: 0-1 per 1000 points

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	3	4	3	3	6	3	9	152
Hannibal	4	6	3	4	4	3	6	3	10	276

Hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield. *Army General*. Hannibal has the *Stratagem* rule, and may be *Veteran* (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sub General	4	4	3	4	3	2	5	2	8	84

Standard Bearer	4	4	3	3	4	2	5	2	8	109
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Sub-general has hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield. May be *Veteran* (+1).

Standard bearer has hand weapon, light armour and large shield. May ride a horse (+8) in which case exchanges large shield for shield. May be *Veteran* (+1). *Army Standard Bearer*.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Punic Cavalry	8	3	3	3	3	1	3	1	7	22
0-1 Campanian Cavalry (I)	8	4	3	3	3	1	3	1	7	24
Spanish Cavalry	8	3	3	3	3	1	3	1	7	22
Gallic Cavalry	8	4	3	3	3	1	4	1	7	24
Numidian Cavalry	8	3	4	3	3	1	4	1	7	28

Punic cavalry have hand weapon, throwing spear and shield. May have light armour (+2).

Campanian Cavalry have hand weapon, throwing spear and shield. May have light armour (+2) and javelins (+1). *Light Cavalry* if Unarmoured.

Spanish cavalry have hand weapon, throwing spear and shield. May have light armour (+2) and javelins (+1). May exchange throwing spear for thrusting spear (free). *Light Cavalry* if Unarmoured. Armoured Spanish cavalry may upgrade to WS4, BS4 heavy cavalry (+4).

Gallic cavalry have hand weapon, *Mixed Weapons* and shield.

Numidian cavalry have improvised weapon, javelins and buckler. They are *Light Cavalry* with *Feigned Flight* and *Parthian Shot*. There must be at least one Numidian cavalry unit in the army.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Spearmen	4	3	3	3	3	1	3	1	7	14
Scutarii	5	3	3	3	3	1	3	1	7	15
Italians (I)	5	3	3	3	3	1	3	1	7	12
Gauls (I)	5	3	3	3	3	1	3	1	5	7
Ligurians (I)	5	3	3	3	3	1	3	1	5	10
0-1 Celtiberians (S)	5	3	3	3	3	1	3	1	5	11

African spearmen have hand weapon, light armour, large shield and thrusting spear. They may fight with two ranks to the front if they charge.

Scutarii have hand weapon, throwing spear and shield. May have light armour (+2). *Feigned Flight*. *Stealth*. May upgrade to heavy throwing spear (-2) but lose *Feigned Flight* if they do.

Italians have hand weapon, throwing spear and shield. May have light armour (+2). *Light Infantry*.

Gauls have hand weapon, *Mixed Weapons* and shield. May have light armour (+2). *Warband*.

Ligurians have hand weapon, *Mixed Weapons* and shield. *Warband*. *Open Order*.

Celtiberians have hand weapon, throwing spear and shield. May have light armour (+2). *Warband*. *Feigned Flight*. *Stealth*. May upgrade to heavy throwing spear (-2), but lose the *Feigned Flight* ability if they do so.

To represent the veteran nature of Hannibal's army later in his campaign in Italy, African spearmen can be upgraded to veterans with WS4, I4, Ld 8 and the *Veteran* rule for (+5) points. Upgraded units may additionally be *Drilled* (+2) and *Stubborn* (+3). Other infantry may gain the *Veteran* rule for (+1) points.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caetrati	5	3	3	3	3	1	3	1	7	12
Javelinmen	5	2	3	3	3	1	3	1	5	6
Slingers	5	2	3	3	3	1	3	1	5	6
0-1 Balearic Slingers	5	3	4	3	3	1	3	1	7	11

Caetrati have hand weapon, javelins and buckler. *Feigned Flight*. *Skirmishers*.

Javelinmen have hand weapon, javelins and buckler. *Skirmishers*.

Slingers have hand weapon, sling and buckler. Balearic Slingers are *Warband* and a Balearic unit must contain no more models than the smallest other slinger unit. All are *Skirmishers*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	148
Crew	4	3	3	3	3	1	3	1	7	
Mahout	4	-	-	-	3	1	3	-	7	

The mahout is unarmed; the two crew have hand weapon and javelins. A third crewman may be added (+9). The elephant may be fitted with a howdah (+6) and shields may be attached to the outside (+1 per crewman). The howdah provides a 5+ save increased to 4+ by adding shields.

Only one elephant may be fielded in armies in Italy.

30. LATER MACEDONIAN

260 BC to 148 BC

After the successor wars, Macedonia continued in possession of some elephants and the Successors list can still be used down to the commencement date for this list, which is intended to represent the state after the last elephants grew too old to be of military use. It covers the period down through the wars with, and eventual annexation by, the rising power of Rome.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 20%

Infantry: At least 25%

War Machines, Allies and Mercenaries: Up to 50%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	4	6	3	4	4	3	5	3	9	154

Hand weapon, light armour and shield. May ride a horse (+12). If mounted has throwing spear. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	3	3	3	2	5	2	8	81
Army Standard Bearer	4	4	3	3	3	2	5	2	8	106

A taxiarch has a hand weapon, light armour and shield.

A Hipparch rides a horse (+12) and has a throwing spear.

A standard bearer has a hand weapon, light armour and shield. May ride a horse (+9). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard Cavalry	8	4	3	3	3	1	4	1	8	30
Line Cavalry	8	3	3	3	3	1	3	1	7	25

Hand weapon, light armour, throwing spear and Shield. *Wedge*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Agema	5	4	3	3	3	1	3	1	8	15
Phalangites	4	3	3	3	3	1	3	1	7	14
Peltasts	5	3	3	3	3	1	3	1	7	12

Phalangites have hand weapon, pike and shield. They may have light armour (+2). *Macedonian Phalanx*.

Agema and peltasts have hand weapon, javelins, thrusting spear and shield. The Agema and one unit of Peltasts may have light armour (+2). *Light Infantry*.

The Agema may instead be fielded as *Macedonian Phalanx* (+2) with M4 and Phalangite equipment.

At least one unit of Phalangites must be fielded.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cretans	5	3	4	3	3	1	3	1	7	14
0-1 Agrianians	5	3	3	3	3	1	3	1	7	9
Mercenaries	5	2	3	3	3	1	3	1	7	8

Cretans have hand weapon, composite bow and buckler. Others have hand weapon, javelins and buckler. All are *Skirmishers*.

Note that the *Allies and Mercenaries* rule does not apply to these troops.

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. They may have light armour (+2) and shield (+1).

ALLIES

The army may have allied contingents from the Illyrian, Thracian and Galatian lists.

31. PERGAMENE

260 BC to 130 BC

The kingdom of Pergamon in North West Asia Minor gained its independence upon the collapse of Lysimachus' short lived state. Under the Attalid dynasty it became an ally of Rome and thus found itself on the winning side against the Macedonians and Seleucids, and expanded at Seleucid expense. Its last king cannily bequeathed the kingdom to Rome, and it thus became a province without the usual inconvenience of being conquered.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 40%

Infantry: At least 25%

War Machines, Allies and Mercenaries: Up to 50%

Elephants: 0-1 per 1,200 points, taken from the Seleucid list.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Strategos	8	6	3	4	4	3	5	3	9	166

Hand weapon, heavy armour and xyston. May have barding (+4). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Taxiarch/Hipparch	4	4	3	3	3	2	5	2	8	81
Army Standard Bearer	4	4	3	3	3	2	5	2	8	106

A taxiarch has a hand weapon, light armour and shield.

A Hipparch rides a horse (+12) and has heavy armour and xyston. May have barding (+4).

A standard bearer has a hand weapon, light armour and shield. May ride a horse (+9) in which case exchanges light armour and shield for heavy armour. May have barding (+4). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard Cavalry	8	4	3	3	3	1	4	1	8	29
Line Cavalry	8	3	3	3	3	1	3	1	7	24
Light Cavalry	8	3	3	3	3	1	3	1	6	18
Cappadocian Heavy Cavalry	8	4	3	3	3	1	3	1	7	24
Cappadocian Light Cavalry	8	2	3	3	3	1	3	1	6	17

Guard and Line cavalry have hand weapon, light armour, and xyston. May have heavy armour (+1) and barding (+2). *Wedge*.

Light cavalry have hand weapon, javelins and shield. *Light Cavalry*.

Cappadocian heavy cavalry have hand weapon, light armour, javelins and shield. May have barding (+2).

Cappadocian light cavalry have hand weapon, javelins and shield. *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangites	4	3	3	3	3	1	3	1	6	8

Peltasts	5	3	3	3	3	1	3	1	7	12
Cappadocian Infantry	5	3	3	3	3	1	3	1	6	9
Cretans	5	3	4	3	3	1	3	1	7	14
Skirmishers	5	2	3	3	3	1	3	1	6	7

Phalangites have hand weapon, pike and shield. *Phalanx. Levy.*

Peltasts have hand weapon, javelins, thrusting spear and shield. *Light Infantry.*

Cappadocians have hand weapon, javelins and shield. *Light Infantry.*

Cretans have hand weapon, composite bow and buckler. *Skirmishers.*

Skirmishers have hand weapon and sling. May exchange for composite bow (+1) or javelins and buckler (free). *Skirmishers.*

WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Heavy Ballista					6	2				42
Crew	4	3	3	3	3	1	3	1	7	

Each machine has a crew of two armed with a hand weapon. Additional crew may be purchased for (+10) points- one for a light ballista and two for a heavy. They may have light armour (+2) and shield (+1).

ALLIES

The army may have allied contingents from the Twilight of Greece and Galatian lists.

32. PARTHIAN 250 BC to 225 AD

The Parthians were originally a steppe people who migrated into the Persian empire and became the majority in what became the Parthian Satrapy. They revolted against Seleucid rule at much the same time as the Bactrians, and were later able to acquire most of the eastern areas of the Seleucid Empire. They became a major power, and a constant problem for the Romans until overthrown by their subjects in 225 AD, from which time the state is known as Sassanid Persia.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: At least 50%

Infantry: Up to 25%

Allies: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	7	6	3	4	4	3	6	3	9	168

Hand weapon, Cataphract armour and kontos. Rides a horse which may have barding (+4). *Army General.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Senior officer	8	4	3	3	3	2	5	2	8	94
Army Standard	8	4	3	3	4	2	5	2	8	118

Bearer										
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A senior officer has a hand weapon, Cataphract armour and kontos. Rides a horse which may have barding (+4).

A standard bearer as a hand weapon and Cataphract armour. Rides a horse which may have barding (+4).
Army Standard Bearer.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphracts	8	4	3	3	3	1	4	1	7	33
Horse Archers	8	2	3	3	3	1	3	1	6	26

Cataphracts have hand weapon, heavy armour and kontos. May have Cataphract armour (+1) and barding (+4). *Cataphracts.*

Horse archers have hand weapon and composite bow. *Skirmishers. Nomad Horsemen.*

There must be at least three times as many horse archer figures as Cataphract figures in the army.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	5	3	3	3	3	1	3	1	6	9
Skirmishers	5	2	3	3	3	1	3	1	5	6

Militia have hand weapon, javelins and shield. *Light Infantry.*

Skirmishers have hand weapon, javelins and buckler. *Skirmishers.* May exchange javelins for composite bow (+1).

ALLIES

The army may have an allied contingent from the Armenian list.

33. NUMIDIAN 250 BC to 30 BC

The Numidians of North Africa are the people later known as Berbers or Moors. They formed various tribal groupings which at various times might coalesce under the leadership of a powerful ruler, but equally they might fight each other, often by taking opposing sides in someone else's struggle. Numidians provided excellent cavalry for Carthaginian and Roman armies and the latter trained infantry forces for them, so that while early armies would comprise cavalry and skirmishers, later ones might contain quite sizeable numbers of formed foot, including imitation legionaries.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: At least 25%

Infantry: Up to 50%

Elephants: Up to 1 per 750 points

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	5	4	4	3	6	3	9	176

Hand weapon, light armour, throwing spear, javelins and shield. *Army General. Feigned Flight. Parthian Shot.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal leaders	8	5	5	4	4	2	5	2	8	110
Standard Bearer	8	4	3	3	4	2	5	2	8	117

Tribal leaders have hand weapon, light armour, throwing spear, javelins and shield. *Feigned Flight*. *Parthian Shot*.

Standard bearer has hand weapon, light armour and shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Horse	8	3	4	3	3	1	4	1	7	28
Levy	8	2	3	3	3	1	3	1	5	11

Improvised weapon, javelins and buckler. Light horse are *Light Cavalry* with *Feigned Flight* and *Parthian Shot*. Levy are *Light Cavalry* and *Levy*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	9
Warriors	5	2	3	3	3	1	3	1	5	5
Trained Infantry	5	3	3	3	3	1	3	1	7	10
Imitation Legionaries	4	3	3	3	3	1	3	1	7	14

Skirmishers have improvised weapon, javelins and buckler. *Skirmishers*. *Feigned Flight*.

Warriors have improvised weapon, javelins and buckler. May upgrade to shield (+1). *Warband* (rules 4,5,6 only). *Stealth*.

Trained Infantry have hand weapon, javelins and shield. The trained infantry figures in the army may not outnumber the Warrior figures.

Imitation legionaries have hand weapon, light armour, heavy throwing spear and shield. The imitation legionary figures in the army may not outnumber the Warrior figures.

An army may contain either trained infantry or imitation legionaries, but not both.

ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	148
Crew	4	3	3	3	3	1	3	1	7	
Mahout	4	-	-	-	3	1	-	-	7	

The mahout is unarmed; the two crew have hand weapon and javelins. A third crewman may be added (+9). They may exchange javelins for composite bow (+1 each).

The elephant may be fitted with a howdah (+6) and shields may be attached to the outside (+1 per crewman). The howdah provides a 5+ save increased to 4+ by adding shields.

34. HAN CHINESE

206 BC to 220 AD

The Han came to power in a rebellion against Qin rule. The dynasty provided a series of more popular rulers and was to last four hundred years. Initially it was necessary to deal with the Xiongnu, after which

Han emperors extended Chinese rule to nearer Korea, the southern jungles and into Ferghana to the west, from which trade routes would lead to the Middle East and Rome.
Han China was divided into a series of military districts and use was made of conscription to create large armies at need.

ARMY COMPOSITION

Characters: up to 25%

Chariotry and Cavalry: At least 25%

Infantry: At least 25%

Artillery: up to 110 points

Allies: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	4	3	6	3	9	154

Hand weapon, light armour and shield. Rides on a horse (+9) or in a chariot bought from this list. *Army General*. May have the *Stratagem* rule (+20).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Major	4	4	3	3	3	2	5	2	8	81
Standard Bearer	4	4	3	3	4	2	5	2	8	108

A Major has a hand weapon, light armour and shield. May ride a horse (+9) or in a chariot bought from this list.

Standard bearer has a hand weapon, light armour and shield. May ride a horse (+9) or in a chariot bought from this list. *Army Standard Bearer*.

CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariots	6	4	4	3	4	2	4	2	8	77

Driver and two crewmen armed with hand weapon. One has crossbow, the other halberd. May have light armour (+2) or heavy armour (+3). *Heavy Chariots*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	8	3	3	3	3	1	3	1	7	20
Archers	8	3	3	3	3	1	3	1	7	20

Lancers have hand weapon and halberd. May have light armour (+2). *Light Cavalry*.

Archers have hand weapon and composite bows, or improvised weapons and light crossbows (-1). May have light armour (+2). *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	4	4	3	3	3	1	4	1	8	20
Halberdiers	4	3	3	3	3	1	3	1	7	10
Spearmen	4	3	3	3	3	1	3	1	7	11
Swordsmen	4	3	3	3	3	1	3	1	7	9

Guards have hand weapon, light armour and shield and may have large shield(+1). They may exchange hand weapon and shield for two handed sword (+2). They are *Drilled* and *Stubborn*.

Halberdiers have hand weapon and halberd and may have light armour (+2).

Spearmen have hand weapon, thrusting spear and shield. They may have light armour (+2) and large shield (+1). Halberdiers and spearmen may use *Combined Formation*: up to 50% of each unit may be comprised of Missile Troops (below).

Swordsmen have hand weapon and shield and may have light armour (+2) and large shield (+1). They are *Light Infantry*.

MISSILE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	3	3	3	1	3	1	7	10
Crossbows	4	3	3	3	3	1	3	1	7	12

Archers have improvised weapon and composite bow. May have light armour (+2). *Light Infantry*.

Crossbowmen have improvised weapon and crossbow. May have light armour (+2). *Light Infantry*.

When in combined formation with halberdiers or spearmen, these troops become *Close Order*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt Thrower				5	6	2				32
Crew	4	3	3	3	3	1	3	1	7	

2 Crew with hand weapons. May have light armour (+2).

ALLIES

The army may have allies from the Xiongnu list.

35. BASTARNAE

200 BC to 200 AD

The Bastarnae were probably a Germanic people in origin, migrating from the area of the river Vistula to the North-Western coast of the black sea and its hinterland. They remained semi-nomadic in nature. In 179 BC a large grouping attempted to invade Thrace at the invitation of Philip V of Macedon, who hoped to use them ultimately against Rome. The invasion was a failure but the Bastarnae were to be constant foes of Rome in the area for over 300 years. They were eventually subsumed into the Sarmatian people.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: up to 33%

Infantry: At least 33%

Wagon lager: up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	6	6	4	4	3	6	3	7	159

Hand weapon, light armour, javelins and shield. *Army General*. *Warband*.

May ride a horse (+11) in which case he is Ld8 but no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sub-Chief	5	5	4	4	4	2	4	2	6	86
Standard Bearer	5	4	3	3	4	2	4	2	6	103

Sub-Chief has hand weapon, light armour, javelins and shield. *Warband*.

May ride a horse (+11) in which case he is Ld7 but no longer *Warband*.

Standard bearer has hand weapon, light armour and shield. *Army Standard Bearer*. *Warband*.

May ride a horse (+11) in which case he is Ld7 but no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	8	31
Light Cavalry	8	3	3	3	3	1	3	1	6	19

Nobles have *Mixed Weapons* and shield. *Stubborn*. May have light armour (+2), and composite bow (+4).

May exchange *Mixed Weapons* for thrusting spear (+1).

Light Cavalry have *Mixed Weapons* and shield. May have light armour (+2). *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	10
Falxmen	5	3	3	3	3	1	3	1	5	10
Youths	5	2	3	3	3	1	3	1	5	6

Warriors have *Mixed Weapons* and shield. *Warband*. *Stubborn*.

Falxmen have halberd and shield. *Warband*. *Stubborn*.

Youths have hand weapon and javelins. May exchange javelins for sling or short bow (free). *Skirmishers*.

WAGON LAGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon					6	2				15
Crewman	4	3	3	3	3	1	3	1	7	9

A crewman has a hand weapon and javelins. May swap javelins for short bow (free). The crew of the lager form a single unit which has a maximum size of 5 crew per wagon fielded. *Wagon Tabor*.

36. XIONGNU 200 BC to 200 AD

These peoples formed a number of tribes living in Mongolia on the borders of China. By 200 BC they had formed a powerful confederation and were able to amass sizeable armies; they posed such a problem to the Chinese that what became the Great Wall was started to contain them. Relations between the states oscillated between war and a peace based on bribery for a considerable period. There is a theory that part of the Xiongnu migrated westward and became known to Europeans as the Huns.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: At least 50%

Infantry: Up to 25%

Allies & Mercenaries: none

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shanyu	5	6	6	4	4	3	6	3	9	167

Hand weapon, light armour, thrusting spear or throwing spear, composite bow and shield. May ride a horse (+10) and has heavy armour if mounted. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	4	4	4	4	2	4	2	8	96
Standard Bearer	5	4	3	3	4	2	4	2	8	107

Chieftain has hand weapon, light armour, thrusting spear or throwing spear, composite bow and shield. May ride a horse (+10) and has heavy armour if mounted.

Standard bearer has hand weapon, light armour and shield. May ride a horse (+10) and has heavy armour if mounted. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Nobles	8	4	4	3	3	1	4	1	8	43
Horse archers	8	3	3	3	3	1	4	1	7	30

Nobles have hand weapon, light armour, thrusting spear and composite bow. May have throwing spear instead of thrusting spear (free), heavy armour (+1) and shield (+1). *Light Cavalry. Nomad Cavalry*.

Horse archers have hand weapon and composite bow. May have javelins (+1), throwing spear (+3), buckler (free) or shield (+1). *Light Cavalry. Nomad Cavalry*. There must be at least two units of horse archers in the army.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	7	10
Skirmishers	5	2	3	3	3	1	1	1	5	7

Warriors have hand weapon and composite bow. May exchange composite bow for javelins and buckler (-1) and exchange buckler for shield (+1). May exchange javelins for throwing spear (+2). *Light Infantry*.

Skirmishers have hand weapon and composite bow. May exchange composite bow for javelins and buckler (-1). *Skirmishers*.

37. MACCABEAN REVOLT

168 BC to 104 BC

Judea was part of the Seleucid Empire from the time of the Successor wars. A period of enforced hellenisation and religious oppression caused a revolt led by Judah Maccabee, which led to the restoration of religious freedom. By 140 BC Judea became an autonomous province and was recognised by Rome as such, as a political ploy. This effectively guaranteed its continuity until Rome itself formed designs upon it. The revolt was mainly a guerrilla war but as the "Hasmonean Kingdom of Judea" after 140 BC more regular forces were also employed.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 25%

Infantry: At least 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	5	3	9	154

Hand weapon, light armour and shield. May ride a horse (+12). If mounted exchanges light armour and shield for heavy armour and xyston. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leader	4	4	3	3	3	2	5	2	8	81
Army Standard Bearer	4	4	3	3	4	2	5	2	8	108

A leader has a hand weapon, light armour and shield. May ride a horse (+12) and if mounted, has heavy armour and xyston.

A standard bearer has a hand weapon, light armour and shield. May ride a horse (+9) and if mounted, exchanges light armour and shield for heavy armour. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Line Cavalry	8	3	3	3	3	1	3	1	7	23
Light Cavalry	8	3	3	3	3	1	3	1	6	21

Line cavalry have hand weapon, light armour, xyston and buckler and may upgrade to heavy armour (+1). They may upgrade to WS4, Ld8 (+4).

Light cavalry have hand weapon, javelins and composite bow. *Light Cavalry. Parthian Shot*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltasts	5	3	3	3	3	1	3	1	7	12
Foot of the rising	5	3	3	3	3	1	3	1	5	8
Guerillas	5	2	3	3	3	1	2	1	5	5

Peltasts have hand weapon, javelins, thrusting spear and shield. *Light Infantry*. They may upgrade to WS4 Ld8 (+3).

Foot of the Rising have hand weapon, javelins and shield. *Light Infantry*. They may upgrade to Ld6 (+1).

Guerrillas have improvised weapon and javelins. They may exchange these for sling (free) or composite bow (+1) and may have buckler (free). *Skirmishers*. They may upgrade to I3 Ld 6 (+2).

There must be more foot of the rising and guerrilla figures than there are Peltast figures.

38. SLAVE REVOLT

150 BC to 60 BC

This list may be used to portray the desperate slave risings that occurred in the later days of the Roman Republic in both Sicily and Italy; it is of course biased towards the revolt led by the gladiator Spartacus in 73-71 BC.

ARMY COMPOSITION

Characters: up to 33%

Infantry: At least 50%

Cavalry: Up to 10%
Skirmishers: Up to 20%
Allies: None

Units in the slave army may not have leaders or unit standards, but may have musicians and can be lead by characters as normal.

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	5	5	4	4	4	2	5	2	7	91
Rabble Rouser	5	3	3	3	4	2	3	2	6	76

A Gladiator has a hand weapon, light armour, throwing spear or thrusting spear, javelins and large shield. *Warband*.

A single Gladiator may be upgraded to *Army General, Stubborn*, +1W, +1A for (+66) points as Spartacus or similar inspiring leader. A gladiator *Army General* may ride a horse (+12) in which case he exchanges large shield for shield and is Ld9, but no longer *Warband*.

A Rabble Rouser has a hand weapon, light armour and large shield. *Warband*. A single Rabble Rouser may be upgraded to *Army General* with an extra wound for (+60) points.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Mounted Slaves	8	2	3	3	3	1	2	1	5	16

Mixed Weapons and shield. Skirmishers.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trained Slaves	5	3	3	3	3	1	3	1	5	9
Fighting Slaves	5	2	3	3	3	1	2	1	4	6
Desperate Slaves	4	1	2	3	3	1	2	1	3	2

Trained Slaves have a hand weapon. May have buckler (free), shield (+1) or large shield (+2). Up to three units may have light armour (+2). *Open Order. Warband. Hatred. Mixed Armour*. A unit led by a Gladiator *Army General* may be *Stubborn* (+3).

Fighting Slaves have improvised weapon. May have hand weapon (+1), buckler (free) or shield (+1). *Open Order. Warband. Hatred. Mixed Armour*. Up to two units may have light armour (+2).

Desperate Slaves have improvised weapon and may throw rocks. *Hatred. Levy*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and javelins. May have buckler (free). Every second unit may exchange javelins for short bow or sling (free); such units may not be larger than the smallest javelin-armed unit.

39. EARLY GERMAN 150 BC to 300 AD

The German tribes first came to the attention of the Romans when the latter expanded north of the Alps. They were fierce warriors with a different social system to that of the Gauls, and proved to be an insoluble problem for Rome. The most famous clash between them came in the disaster of the Teutoberger Wald in 9AD, when the auxilia commander Arminius treacherously led three legions into a trap from which few escaped. For the duration of the Empire, the Rhine would mark the edge of the “civilised” world.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 50%

Cavalry: Up to 25%

Skirmishers: Up to 20%

Allies: Up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	161

Hand weapon, light armour, thrusting spear or throwing spear, javelins and shield. *Army General. Warband.* May ride a horse (+11) in which case is Ld8, but no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	3	2	5	2	6	89
Standard Bearer	5	4	3	3	4	2	4	2	6	103

A Chieftain has a hand weapon, light armour, thrusting spear or throwing spear, javelins and shield. *Warband.* May ride a horse (+11) in which case is Ld7, but no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband.* May ride a horse (+11) in which case is Ld7, but no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	7	26

Mixed Weapons and shield.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	7
Fanatics	5	3	3	3	3	1	3	1	5	9

Hand weapon, shield and throwing spear. *Warband.* Fanatics have *Frenzy*. There may be one fanatic unit for every three warrior units, and fanatic units may not be larger than the smallest warrior unit.

Warriors may exchange throwing spear for thrusting spear (free). Units armed with thrusting spear may be *Stubborn* (+3).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Skirmishers	5	2	3	3	3	1	3	1	5	6
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Improvised weapon and javelins. May have buckler (free). One unit in every three may exchange javelins for composite bow (+1); such units may not be larger than the smallest javelin-armed unit.

The Germans often mixed infantry skirmishers with their cavalry formations. To simulate this, a unit of skirmishers can be upgraded to cavalry supports for (+5) points; they are WS3, Ld6, *Mixed Weapons*, and use the *Chariot Runners* rule when interacting with the horsemen of a single pre-selected cavalry unit.

ALLIES

A German army may take allies from the auxiliaries section of the Early Imperial Rome list, representing the Batavian involvement in the revolt of 69 AD.

40. KUSHAN

140 BC to 400 AD

The Kushan were a central Asian steppe people who conquered the Greek kingdoms of Bactria, and later came to rule much of eastern Iran, Afghanistan, northern India and central Asia. Their position astride the trade routes brought them into conflict with China. The state broke up in and the various splinter states were eventually overcome by the Sassanids or the Huns. The early army made use of the remnant Graeco-Bactrian troops while later on good use was made of Indian subject forces.

ARMY COMPOSITION

Characters: up to 25%

Cavalry: Up to 100%

Infantry: Up to 20%

Allies: Up to 40%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	7	6	6	3	4	3	6	3	9	172

The General has hand weapon, cataphract armour and kontos. *Army General. Cataphract.* May have composite bow (+2) and barding (+4).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	6	5	4	4	3	2	5	2	8	100
Standard Bearer	6	4	3	3	3	2	4	2	8	115

Nobles have hand weapon, cataphract armour, and kontos. *Cataphract.* May have composite bow (+2) and barding (+4).

An Army Standard Bearer has a hand weapon and cataphract armour. *Cataphract.*

May have barding (+4).

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphracts	7	4	3	3	3	1	4	1	8	36

Cataphracts have hand weapon, Cataphract Armour and kontos. *Cataphracts.* May have barding (+4).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	8	3	3	3	3	1	3	1	7	25

Horse Archers	8	3	3	3	3	1	3	1	7	29
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Lancers have hand weapon, composite bow and kontos. *Light Cavalry. Expert Horsemen.* May have light armour (+2).

Horse archers have hand weapon and composite bow. *Nomad Cavalry. Skirmishers.* May have shield (+1).

There must be at least one horse archer figure for each cataphract figure in the army.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	6	11
Archers	4	2	3	3	3	1	3	1	6	8
Kurdish Skirmishers	5	3	3	3	3	1	3	1	6	8
Skirmishers	4	2	3	3	3	1	3	1	5	6

Spearmen have hand weapon, thrusting spear and large shield. *Open Order.*

Archers have hand weapon and composite bow. *Open Order.*

All Skirmishers have hand weapon, sling and buckler. *Skirmishers.* May replace sling with javelins (free) or composite bow (+1). May upgrade buckler to shield (+1). Kurds may have throwing spear (+3) and light armour (+2).

ALLIES

The army may have allies from the Bactrian Greek List (infantry only) or the Steppe Nomad list (use the Alan entry), or the Classical Indian list, including up to 1 elephant per 900 points.

41. PONTIC

110 BC to 47 BC

Pontus was the Hellenised kingdom occupying the northern Black Sea coast and hinterland. It came to prominence under Mithridates who ascended the throne in 110 BC. A highly civilised state with links to Thrace and Armenia, Pontus clashed with Rome and had the misfortune to face several of the later Republic's finest commanders.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 25%

Cavalry and Chariots: Up to 50%

Allies: Up to 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	8	5	3	3	4	3	5	3	9	163

Hand weapon, light armour, thrusting spear or throwing spear, javelins and shield. Rides a horse (free). *Army General.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	5	4	3	4	2	5	2	8	91
Standard	5	4	3	3	4	2	4	2	8	107

Bearer										
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A noble has a hand weapon, light armour, thrusting or throwing spear, javelins and shield. May ride a horse (+9).

A standard bearer has a hand weapon, light armour and shield. May ride a horse (+9). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pontic Cavalry	8	4	3	3	3	1	4	1	7	27
0-2 Sarmatian noble Cavalry	8	4	4	3	3	1	4	1	7	29
Horse archers	8	2	4	3	3	1	3	1	6	30
Light Cavalry	8	2	3	3	3	1	3	1	6	20

Pontic cavalry have hand weapon, light armour, throwing spear and shield.

Sarmatian noble cavalry have hand weapon, heavy armour and kontos. May have composite bow (+4) and barding (+2). Can only be used if there are at least 2 units of horse archers; must be less noble figures than there are horse archers.

Horse archers have hand weapon and composite bow. May have shield (+1) and throwing spear (+3).

Nomad Cavalry. Light Cavalry.

Light cavalry have hand weapon, javelins and shield. *Skirmishers. Feigned Flight.*

SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-4 Scythed Chariot	7			5	4	1	3	1	5	75
Driver		3	3	3	3	1	3	1	7	

Driver has heavy armour and improvised weapon.

Scythed chariots may be fielded in units of 1 or more models. Each model has a unit strength of 3. May not take leaders, standards or musicians. *Heavy Chariot* causing D6+2 impact hits.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalanx	4	3	3	3	3	1	3	1	7	14
Levy Phalanx	4	3	3	3	3	1	3	1	5	8
Peltasts	5	3	3	3	3	1	3	1	6	11
Galatians	5	3	3	3	3	1	3	1	4	6
Archers	5	2	3	3	3	1	3	1	5	7
Skirmishers	5	2	3	3	3	1	3	1	5	6

Phalanx has hand weapon, shield and pike. May have light armour (+2). *Trained Phalanx*. At least on phalanx unit must be fielded.

Levy phalanx has hand weapon, shield and pike. *Phalanx. Levy*.

Late in the period phalanx infantry may instead be fielded with large shield and heavy throwing spear, and are no longer Trained Phalanx (-1). If this option is taken Levy Phalanx should not be used.

Peltasts have hand weapon, shield, thrusting spear and javelins. *Light Infantry*.

Galatians have *Mixed Weapons* and shield. *Warband*.

Archers have hand weapon and composite bow. *Skirmishers*.

Skirmishers have improvised weapon, javelins and buckler. May exchange javelins for sling (free).
Skirmishers.

ALLIES

A Pontic army may take allies from the Thracian, Armenian and Dacian lists, though Armenians and Dacians cannot be taken together.

42. BRITISH TRIBES

100 BC to 75 AD

The Celtic communities in Britain had much in common with their continental brethren, but retained the use of chariots much later than elsewhere. They were able to give Julius Caesar a stiff fight but could not ultimately unite to repel the Romans once Claudius decided upon conquest. The failure of the Icenii revolt, and the subsequent Roman reprisals, marks the end of independent Celtic military power other than in Ireland and Northern Scotland.

ARMY COMPOSITION

Characters: up to 25%

Infantry: At least 50%

Cavalry and Chariots: Up to 50%

Skirmishers: Up to 10%

Allies: None

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	161

Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Army General. Warband.* May ride a horse (+10) or a warhorse (+17) or a chariot as from the list below (+62). In each of these cases he becomes Ld8 but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	3	2	5	2	6	89
Standard Bearer	5	4	3	4	3	2	4	2	5	102

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Warband.* May ride a horse (+10) or a warhorse (+17) or a chariot as from the list below (+62). In each of these cases he becomes Ld7 but is no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband.* May ride a horse (+9) or a warhorse (+16) or a chariot as from the list below (+62). In each of these cases he becomes Ld7 but is no longer *Warband*.

CAVALRY AND CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	8	3	3	3	3	1	3	1	6	22

Cavalry										
Noble Chariots	8	4	4	3	4	1	4	2	7	62

Light cavalry have *Mixed Weapons* and shield. *Light Cavalry. Feigned Flight.*

Chariots have an unarmed driver and one warrior crewman with hand weapon, javelins, light armour and shield. *Light Chariots.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	10
0-1 Fanatics	5	3	3	3	3	1	3	1	5	12

Hand weapon, shield and *Mixed Weapons*. *Light Infantry. Warband.* Fanatics have *Frenzy*. The fanatic unit must contain less figures than the smallest Warrior unit.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and javelins. May have buckler (free) and may exchange javelins for sling (free). There may not be more sling units than javelin units, and no sling unit may be larger than the smallest javelin unit in the army.

43. DACIAN

82 BC to 106 AD

The Dacians were a Thracian tribe occupying roughly the area of modern Romania. They were a cultured people who had the misfortune to find themselves in the way of the last phase of Roman imperial expansion. They proved very tough foes and the Romans required a sustained effort to beat them. Dacia is a land of mountains, forest and rivers and care should be taken in designing an appropriate terrain for games.

ARMY COMPOSITION

Characters: up to 33%

Cavalry: up to 10%

Infantry: At least 33%

Artillery & Allies: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	6	6	4	4	3	6	3	7	159

Hand weapon, light armour, javelins and shield. *Army General. Warband.*

May ride a horse (+9) in which case he is Ld8 but no longer *Warband*. If on foot may have halberd (+2).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sub-Chief	5	5	4	4	4	2	4	2	6	86
Standard Bearer	5	4	3	4	4	2	4	2	6	105

Sub-Chief has hand weapon, light armour, javelins and shield. *Warband.*

May ride a horse (+9) in which case he is Ld7 but no longer *Warband*. If on foot may have halberd (+2). Standard bearer has hand weapon, light armour and shield. *Army Standard Bearer. Warband*. May ride a horse (+9) in which case he is Ld7 but no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cavalry	8	3	3	3	3	1	3	1	6	19

Light Cavalry have *Mixed Weapons* and shield. *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	10
Falxmen	5	3	3	3	3	1	3	1	5	11
Youths	5	2	3	3	3	1	3	1	5	6

Warriors have *Mixed Weapons* and shield. *Open Order. Warband*. May have composite bow (+2) and may be *Stubborn* (+3)

Falxmen have halberd and shield. *Open Order. Warband*. May be *Stubborn* (+3).

Youths have hand weapon and javelins. *Skirmishers*. May exchange javelins for composite bow (+1).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista					5	2				32
Crew	4	3	3	3	3	1	3	1	7	

The 2 crew have hand weapons.

ALLIES

SARMATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Sarmatian noble Cavalry	8	4	4	3	3	1	4	1	7	29
Horse archers	8	2	4	3	3	1	3	1	6	30
Light Cavalry	8	2	3	3	3	1	3	1	6	20

Sarmatian noble cavalry have hand weapon, heavy armour and kontos. May have composite bow (+4) and barding (+2). Can only be used if there are at least 2 units of horse archers; must be less noble figures than there are horse archers.

Horse archers have hand weapon and composite bow. May have shield (+2) and throwing spear (+3).

Nomad Cavalry. Light Cavalry.

Light cavalry have hand weapon, javelins and shield. *Skirmishers. Feigned Flight*.

The army may also take allies from the Bastarnae list.

44. EARLY IMPERIAL ROMAN 30 BC to 193 AD

This list takes the army from the triumph of Augustus to the time of Septimius Severus. The backbone of the army in this period is the legionary infantry, but its supports have become more regular and the

cavalry is much improved. Apart from the civil war of 69AD the Roman state was largely stable during this period. Imperial expansion continued for over a hundred years, the last conquest being that of Dacia by Trajan.

ARMY COMPOSITION

Early Army 30 BC to 110 AD

Characters: up to 20%

Cavalry: Up to 25%

Infantry: At least 50%

Artillery: Up to one machine per 800 points

Allies: Up to 25%: Armenian or Maccabean lists

Later Army 110 AD to 193 AD

Characters: up to 20%

Cavalry: Up to 50%

Infantry: At least 33%

Artillery: Up to one machine per 800 points

Allies: None

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	3	4	3	3	6	3	9	152

Hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legate	4	4	3	4	3	2	5	2	8	84
Standard Bearer	4	4	3	4	3	2	5	2	8	109

A legate has hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield.

Standard bearer has hand weapon, light armour and large shield. May ride a horse (+8) in which case exchanges large shield for shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Equites Alares	8	3	3	3	3	1	3	1	7	25
Cohort Cavalry	7	4	3	3	3	1	3	1	7	26
Horse Archers	8	2	3	3	3	1	3	1	7	19
Lancers	8	3	3	3	3	1	3	1	7	23
0-1 Camelry	6	3	3	3	3	1	3	1	7	22
0-1 Numidians or Moors	8	3	3	3	3	1	3	1	6	23

Equites Alares and Cohort Cavalry have hand weapon, light armour, javelins, throwing or thrusting spear and shield. *Light Cavalry*. Equites Alares may be *Drilled* (+2). One unit of Drilled cavalry may be

upgraded to Guards (WS4, BS4, +4). All Cohort Cavalry units should be smaller than the smallest Equites Alares unit.

One unit of Equites Alares may be fielded as Legionary Cavalry. This unit may benefit from the *Centurion* upgrade (see Legionary Infantry below).

Horse Archers have a hand weapon and composite bow. *Light Cavalry*. May have light armour (+2) and shield (+1).

Lancers have a hand weapon, light armour and kontos. 0-1 unit is allowed in early armies.

Camelry have a hand weapon, light armour, javelins, throwing spear and shield. *Camelry*. May only be used in a later army.

Numidians/Moors have a hand weapon, javelins and shield. *Light Cavalry. Feigned Flight. Parthian Shot.*

INFANTRY

LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raw	4	3	3	3	3	1	3	1	7	15
Seasoned	4	3	3	3	3	1	3	1	7	17
Elite	4	4	3	3	3	1	4	1	8	24

Hand weapon, light armour, large shield and heavy throwing spear. Seasoned Legionaries are *Drilled*.

Elite Legionaries are *Drilled* and *Stubborn*. Seasoned and Elite Legionaries may be *Veteran* (+1).

Legionary units are led by a *Centurion* who costs 10 points rather than the usual 5-point leader cost. The *Centurion* increases the Ld of the unit by 1. He counts as a normal leader in every other respect.

AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliaries	5	3	3	3	3	1	3	1	7	11
Light Cohort	5	3	3	3	3	1	3	1	7	11
Archers	5	3	3	3	3	1	3	1	7	10

Auxiliaries and light cohorts have a hand weapon, throwing spear or thrusting spear and shield. May have light armour (+2) and may be *Drilled* (+2) and *Veteran* (+1). One unit of auxiliaries may be upgraded to Elite (WS4, Ld 8, +3). Light Cohorts are *Light Infantry*.

Archers have a hand weapon, composite bow and buckler. *Light Infantry*. May have light armour (+2) and be *Drilled* (+2) and *Veteran* (+1). One unit may be upgraded to Elite (BS4, Ld8, +3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt Thrower				4	5	2				32
Heavy Bolt Thrower				5	5	2				42
0-1 Stone Thrower				6	5	2				62
Crew	4	3	3	3	3	1	3	1	6	

All crew have hand weapons. A light bolt shooter has 2 crew, the others have 3 crew, 1 extra crewman may be purchased for each (+10 each). Crew may have light armour (+2).

45. DARK AGE BRITAIN AND IRELAND

75AD to 800AD

The Romans never subjugated Ireland and Northern Scotland, and after the departure of the legions, the various political entities in the remainder of the islands gradually migrated to a similar mode of warfare to that prevalent in those regions. The southern lands were gradually lost by the British to the incoming Saxon tribes migrating from the continent. This list can be used to create armies of Irish, Caledonians, Picts, Scots, British or Saxons.

ARMY COMPOSITION

Irish and Scots

Characters: up to 25%

Infantry: At least 50%

Cavalry and Chariots: Up to 50%

Skirmishers: Up to 10%

This army may include chariots, but not fanatics. There may be one unit only of either noble cavalry or elite infantry, and this may be given light armour (+2 points). The High Chieftain may have the *Stratagem* rule (+20).

Caledonians

Characters: up to 25%

Infantry: At least 50%

Chariots: Up to 25%

Skirmishers: Up to 10%

This army May include Chariots and fanatics, but not cavalry or elite infantry. The High Chieftain may have the *Stratagem* rule (+20).

Picts

Characters: up to 25%

Infantry: At least 50%

Cavalry and Chariots: Up to 25%

Skirmishers: Up to 10%

This army may include chariots and cavalry, but not fanatics or Elite Infantry. There may be only a single unit of Noble Cavalry, which may be *Light Cavalry* at no cost. Warrior infantry may exchange *Mixed Weapons* for Thrusting Spears at no cost.

Up to half of sling-armed Skirmishers may exchange Sling for short bow at no cost, or light crossbow (+1). The High Chieftain may have the *Stratagem* rule (+20).

British

Characters: up to 25%

Infantry: At least 50%

Cavalry: Up to 20%

Skirmishers: Up to 10%

Allies: Up to 25% of the points allowance may be spent on Dark Age Britain Saxon allies.

The army may not include chariots or fanatics. There may be only a single unit of either Noble Cavalry or Elite Infantry, but not both, which may be given light armour (+2 points). Infantry may exchange *Mixed Weapons* for Throwing Spears at no cost, and may be fielded in close order (-3 points).

Saxons

Characters: up to 25%

Infantry: At least 50%

Cavalry: Up to 20%

Skirmishers: Up to 10%

The army may not include chariots or fanatics. There may be only a single unit of Noble Cavalry; this unit and any Elite Infantry may be given light armour (+2 points). Infantry may exchange *Mixed Weapons* for Throwing Spears at no cost, and may be fielded in close order (-3 points). Any Skirmishers may exchange javelin for short bow instead of sling at no cost, unit size rules still apply.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	161

Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Army General. Warband.*
May ride a horse (+11) or a chariot as from the list below (+64). In each of these cases he becomes Ld8 but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	3	2	5	2	6	89
Standard Bearer	5	4	3	4	3	2	4	2	5	102

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and shield. *Warband.*
May ride a horse (+11) or a chariot as from the list below (+64). In each of these cases he becomes Ld7 but is no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband.*
May ride a horse (+12) or a chariot as from the list below (+65). In each of these cases he becomes Ld7 but is no longer *Warband*.

CAVALRY AND CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	3	3	3	1	4	1	8	28
Light Cavalry	8	3	3	3	3	1	3	1	6	22
Noble Chariots	8	4	4	3	4	1	4	2	7	62

Noble cavalry have Light Armour, *Mixed Weapons* and Shield.

Light cavalry have *Mixed Weapons* and shield. *Light Cavalry. Feigned Flight.*

Chariots have an unarmed driver and one warrior crewman with hand weapon, javelins, light armour and shield. *Light Chariots.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Warriors	5	4	3	3	3	1	3	1	6	13
Warriors	5	3	3	3	3	1	3	1	5	10
0-1 Fanatics	5	3	3	3	3	1	3	1	5	12

All infantry have hand weapon, shield and *Mixed Weapons. Light Infantry. Warband.*

Fanatics have *Frenzy*. The fanatic unit must contain less figures than the smallest Warrior unit.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and javelins. May have buckler (free) and may exchange javelins for sling (free). There may not be more sling units than javelin units, and no sling unit may be larger than the smallest javelin unit in the army.

46. MIDDLE IMPERIAL ROME

193 AD to 350 AD

This list takes the army from the time of Septimius Severus to the accession of Constantine.

ARMY COMPOSITION

Characters: up to 20%

Cavalry: Up to 50%

Infantry: At least 33%

Artillery: Up to one machine per 800 points

Allies: Up to 25%: Palmyran

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	3	4	3	3	6	3	9	152

Hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legate	4	4	3	4	3	2	5	2	8	84
Standard Bearer	4	4	3	4	3	2	5	2	8	109

A legate has hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield.

Standard bearer has hand weapon, light armour and large shield. May ride a horse (+8) in which case exchanges large shield for shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Equites Alares	8	3	3	3	3	1	3	1	7	25
Light Horse	8	3	3	3	3	1	3	1	7	23
Horse Archers	8	2	3	3	3	1	3	1	6	17
Lancers	8	3	3	3	3	1	3	1	7	23
0-1 Camelry	6	3	3	3	3	1	3	1	7	23

Equites Alares have a hand weapon, light armour, javelins, thrusting or throwing spear and shield. *Light Cavalry*. May be *Drilled* (+2). One unit of Drilled cavalry may be upgraded to Guards (WS4, BS4, +4).

Light Horse have a hand weapon, javelins and shield. *Light Cavalry*. *Feigned Flight*.

Horse Archers have a hand weapon and composite bow. *Light Cavalry*.

Lancers have a hand weapon, light armour and kontos.

Camelry have a hand weapon, light armour, javelins, throwing spear and shield. *Camelry*.

INFANTRY LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Seasoned	4	3	3	3	3	1	3	1	7	13
Elite	4	4	3	3	3	1	4	1	8	17

Hand weapon, large shield and heavy throwing spear. May have light armour (+2) and javelins (+1). Elite Legionaries may be *Drilled* (+2), *Stubborn* (+3) and *Veteran* (+1).

Legionary units are led by a *Centurion* who costs 10 points rather than the usual 5-point leader cost. The *Centurion* increases the Ld of the unit by 1. He counts as a normal leader in every other respect.

AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliaries	5	3	3	3	3	1	3	1	7	11
Legionary Light Infantry	5	3	3	3	3	1	3	1	8	12
Archers	5	3	3	3	3	1	3	1	7	10

Auxiliaries and light infantry have a hand weapon, throwing spear or thrusting spear and shield.

Legionary Light Infantry are *Light Infantry* and may have javelins (+1) and be *Drilled* (+2) and *Veteran* (+1). One unit may be *Stubborn* (+3). Archers have a hand weapon, composite bow and buckler. *Light Infantry*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt Thrower				4	5	2				32
Heavy Bolt Thrower				5	5	2				42
0-1 Stone Thrower				6	5	2				62
Crew	4	3	3	3	3	1	3	1	6	

All crew have hand weapons. A light bolt shooter has 2 crew, the others have 3 crew, 1 extra crewman may be purchased for each (+10 each). Crew may have light armour (+2).

47. SASSANID 220 AD to 637 AD

The Sassanids were one of the politically powerful noble families of Iran and successfully revolted against Parthian rule, founding a dynasty that would provide the later Roman Empire with its toughest opponent, and continue to be a problem for the Byzantine Empire until overcome unexpectedly by the Arab expansion.

The early Sassanid armies resembled their Parthian predecessors, with a core of Tanurigh, “oven-men” or cataphracts, supported by clouds of horse archers. Later the Azatan warrior class wore lighter equipment and the importance of the horse archer waned, especially when the Azatan recommenced using the bow in the later period. Both Early and Late variants of the army may be constructed from this list. Units marked (E) may only be used in early armies.

ARMY COMPOSITION

Characters: up to 25%

Infantry: Up to 50%

Cavalry: At least 50%

Allies and Vassals: Up to 33%:

Elephants: Up to 1 per 1,000 points

All troops other than Allies and Vassals are *Used to Elephants*.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shah	8	5	6	3	3	3	5	2	10	262
General	8	5	6	3	4	3	6	3	9	168

In early armies, has hand weapon, light armour, and kontos. *Army General*. May have heavy armour (+1) or cataphract armour (+2) and cloth barding (+3) or barding (+4).

In late armies, has hand weapon, light armour, thrusting spear and shield. *Army General*. May have composite bow (+2), heavy armour (+1) and cloth barding (+3) or barding (+4).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	5	4	4	3	2	5	2	8	98
Standard Bearer	8	4	3	3	3	2	4	2	8	114

In early armies, a noble has hand weapon, light armour, and kontos. An Army Standard Bearer has a hand weapon and light armour.

Either may have heavy armour (+1) and cloth barding (+3) or barding (+4).

In late armies, a noble has hand weapon, light armour, thrusting spear and shield (+1), and may have composite bow (+4). An Army Standard bearer has light armour and shield. Either may have heavy armour (+1) and cloth barding (+3) or barding (+4).

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphracts (E)	7	4	3	3	3	1	4	1	8	38
Noble Cavalry	8	4	3	3	3	1	4	1	8	34

Cataphracts have hand weapon, Cataphract Armour, heavy mace (+1S) and kontos. *Cataphracts*. May have cloth barding (+1) or barding (+2).

In early armies, noble cavalry have a hand weapon, light armour, and kontos. *Cataphract*.

In late armies, noble cavalry have a hand weapon, light armour, thrusting spear and shield, and cost 29 points. They may have composite bow (+2).

Either may have heavy armour (+1) or cataphract armour (+2) and cloth barding (+3) or barding (+4).

One unit from the heavy cavalry section may be Stubborn (+3).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huns (E)	8	3	4	3	3	1	3	1	7	33
Horse Archers	8	3	3	3	3	1	3	1	7	27
Iranians	8	2	3	3	3	1	3	1	6	24

Huns have hand weapon and composite bow. *Nomad Cavalry*. *Skirmishers*.

May have throwing spear (+3) and shield (+1).

Horse archers have hand weapon and composite bow. *Light cavalry*. *Parthian Shot*. *Feigned Flight*. *Expert Horsemen*. May have shield (+1).

Iranians have hand weapon, javelins and shield. *Light Cavalry*. *Parthian Shot*. *Feigned Flight*. *Expert Horsemen*.

There must be at least one light cavalry figure for each heavy cavalry figure in the army.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia Spearmen	4	2	3	3	3	1	3	1	6	10
Levy Spearmen	4	2	2	3	3	1	2	1	5	7
Kurdish Skirmishers	5	3	3	3	3	1	3	1	6	8
Skirmishers	4	2	3	3	3	1	3	1	5	6
Levy Skirmishers	4	2	2	3	3	1	2	1	4	3

Spearmen have hand weapon, thrusting spear and large shield.

Up to 50% of each unit may exchange thrusting spear for composite bow (free) and form a *Combined Formation*.

Troops in *Combined Formation* may exchange large shield for Spara (+2) gaining the *Shieldwall* rule.

Skirmishers have hand weapon, sling and buckler. *Skirmishers*. May replace sling with javelins (free) or composite bow (+1). May upgrade buckler to shield (+1). Kurds may have throwing spear (+3) and light armour (+2).

In all cases above, levy are *Levy*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4		7	6	6	3	4	4	163
Mahout	4	2	2	3	3	1	3	1	7	
Crew	4	3	3	3	3	1	3	1	7	

The mahout and 2 crew are armed with hand weapons and javelins. There may be a third crewman (+10).

The crew may have light armour (+2) and composite bow (+2) or pike (+3). May have a shield (+1) if not armed with pike. The crew may fight from a howdah (+6).

ALLIES AND VASSALS

SOGDIAN STEPPE WARRIORS (Late armies only)

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Elite Cavalry	8	4	3	3	3	1	4	1	8	34
Cavalry	8	3	3	3	3	1	4	1	7	30
Infantry	4	3	3	3	3	1	3	1	7	13

Cavalry are armed with hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry*. They may have heavy armour (+1).

Infantry have hand weapon, light armour, thrusting spear and shield.

ARMENIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	4	1	8	31
Infantry	4	3	3	3	3	1	3	1	7	14

Cavalry are armed with hand weapon, light armour and kontos. *Eastern Shock Cavalry*. May have heavy armour (+1).

Infantry have hand weapon, light armour, large shield and thrusting spear.

DAYLAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	5	3	3	3	3	1	4	1	8	16

Dalyami have hand weapon, javelins and shield. *Open Order. Warband. Shieldwall.*

They may exchange javelins for throwing spear (+1) and shield for large shield (+1). They may have light armour (+2) and composite bow (+2) and may be *Riding Camels* (+1). *They may also be Stubborn* (+3).

LAKHMID ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	23
Camelry	6	3	3	3	3	1	3	1	6	16
Infantry	4	2	3	3	3	1	3	1	6	7

Cavalry have hand weapon and composite bow. *Light Cavalry. Feigned Flight.*

May have light armour (+2), shield (+1) and either javelins (+1) or throwing spear (+3).

Camelry have hand weapon and javelins. Cause *Fear* in enemy cavalry. May have throwing spear (+3) and shield (+1). May exchange javelins for short bow (free) or composite bow (+1).

Infantry have Mixed Weapons and shield. *Warband.* May have throwing spear (+1). Every second unit may upgrade to large shield (+1) and have light armour (+2).

48. PALMYRAN

260 AD to 272 AD

Palmyra was a Roman client state in the Middle East, which gained a brief period of independence and became a threat to Rome before being defeated. When the Eastern Emperor Valerian was captured by the Sassanids, the Palmyran King Odenathus was appointed commander of the Eastern Roman forces. His success in defeating the Sassanids led him to rebel. After his assassination his wife Zenobia continued to lead Palmyran armies, overrunning Asia Minor and Egypt before being defeated by Aurelian. This army can therefore be modelled as a variant on the Eastern Roman army, or as the independent forces of the insurrection.

ARMY COMPOSITION

Characters: up to 20%

Cavalry: At least 50%

Infantry: Up to 25%

Artillery: Up to one engine per 1200 points

Allies: Up to 50%: Middle Imperial Roman

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Odenathus	4	5	3	4	3	3	6	3	9	152
Zenobia	4	3	3	3	3	3	3	1	9	137

Hand weapon, light armour and large shield. May ride a horse (+11) or a camel (+8) in which case exchanges large shield for throwing spear and shield. *Army General.*

Odenathus may alternatively have cataphract armour and kontos and ride a barded horse (+22) as a *Cataphract.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	3	4	3	2	5	2	8	84
Standard Bearer	4	4	3	4	3	2	5	2	8	109

A Noble has hand weapon, light armour and large shield. May ride a horse (+11) in which case exchanges large shield for throwing spear and shield. May alternatively have cataphract armour and kontos and ride a barded horse (+22) as a *Cataphract*.

Standard bearer has hand weapon, light armour and large shield. May ride a horse (+8) in which case exchanges large shield for shield. *Army Standard Bearer*.

May alternatively have cataphract armour and ride a barded horse (+19) as a *Cataphract*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphracts	7	4	3	3	3	1	3	1	8	35
Light Horse	8	3	3	3	3	1	3	1	7	23
Horse Archers	8	2	3	3	3	1	3	1	7	24
0-1 Camelry	6	3	3	3	3	1	3	1	7	22

Cataphracts have a hand weapon, cataphract armour and kontos. *Cataphracts*. May have barding (+4).

Light Horse have a hand weapon, javelins and shield. *Light Cavalry. Feigned Flight*. May have composite bow (+2).

Horse Archers have a hand weapon and composite bow. *Light Cavalry. Feigned Flight. Parthian Shot*.

Camelry have a hand weapon, light armour, javelins, throwing spear and shield. *Camelry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	5	3	3	3	3	1	3	1	7	10
Skirmishers	5	3	3	3	3	1	3	1	6	9

Archers have a hand weapon, composite bow and buckler. *Light Infantry*. May exchange buckler for shield (+1).

Skirmishers have a hand weapon, composite bow and buckler. *Skirmishers*.

There may not be more skirmishers than Archers in the army.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Bolt Thrower				4	5	2				32
Heavy Bolt Thrower				5	5	2				42
Crew	4	3	3	3	3	1	3	1	6	

All crew have hand weapons. A light bolt shooter has 2 crew, a heavy has 3 crew, 1 extra crewman may be purchased for each (+10 each). Crew may have light armour (+2).

49. FRANKS

300AD to 750AD

The Franks were the most successful of the German tribes that migrated into the Western Roman Empire, eventually taking over most of Gaul and holding it against all comers, including the conquering Arab armies. This list covers Frankish forces from the early days until the emphasis in the army tilted in favour of the cavalry arm.

ARMY COMPOSITION

Characters: up to 33%

Infantry: At least 33%

Cavalry: Up to 25%
Skirmishers: Up to 10%
Allies: Up to 20%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Duke or King	5	6	6	4	4	3	6	3	7	161

Hand weapon, light armour, throwing spear, javelins and shield. *Army General. Warband.* May ride a horse (+11) in which case he becomes Ld8 but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	5	5	4	3	2	5	2	6	89
Standard Bearer	5	4	3	3	4	2	4	2	5	102

A Noble has a Hand weapon, light armour, throwing spear, javelins and shield. *Warband.* May ride a horse (+13) in which case he becomes Ld8 but is no longer *Warband*.

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer. Warband.* May ride a horse (+13) in which case he becomes Ld7 but is no longer *Warband*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	3	3	3	1	4	1	8	30
Light Cavalry	8	3	3	3	3	1	3	1	6	21

Noble cavalry have hand weapon, light armour, throwing spear, javelins and Shield. *Light Cavalry.*

Light cavalry have hand weapon, throwing spear, javelins and shield. *Light Cavalry.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Warriors	5	4	3	3	3	1	3	1	6	11
Warriors	5	3	3	3	3	1	3	1	6	9
Tribal Infantry	5	3	3	3	3	1	3	1	5	7

All Warriors have hand weapon, throwing Spear, javelins and shield. *Warband.* Elite Warriors may have light armour (+2).

Tribal Infantry have *Mixed Weapons* and shield. *Warband.*

All Warriors may exchange throwing spear for heavy throwing spear (+1 point).

In armies after 700 AD, all Warriors must exchange throwing spear for thrusting spear (+3). They cease to be *Warband* but gain *Shieldwall*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	3	3	3	1	3	1	5	6

Improvised weapon and either javelins, short bow or sling.

ALLIES

The pre-700 AD army may have allies from the Dark Age Britain and Ireland or Late Roman lists.

50. KOREAN

313 AD to 1270 AD

After Chinese control lapsed with the fall of the Han, the Korean peninsula was divided into the three kingdoms of Goguryeo, Baekje and Silla. The first two of these were destroyed by T'ang China between 660-668, leaving Silla to fill the vacuum and become a powerful, centralised state on Chinese lines. In 832 the state lapsed into three kingdoms again until re-united by the Goryeo dynasty in 936. The new kingdom was strong enough to withstand invasion by the Khitan and fought the Mongols in a bitter war for thirty years before eventually becoming a vassal state.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 33%

Infantry: At least 33%

Artillery & Allies: up to 25%. No more than 3 artillery pieces may be fielded.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	6	6	3	4	4	3	6	3	9	172

The General rides a horse and has a hand weapon, cataphract armour, thrusting spear and barding. *Army General.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	6	4	3	3	3	2	5	2	8	98
Standard Bearer	6	4	3	3	4	2	4	2	8	124

Nobles ride a horse and have a hand weapon, cataphract armour, thrusting spear and barding.

The Standard Bearer rides a horse and has a hand weapon, cataphract armour and barding. *Army Standard Bearer.*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cataphracts	6	4	3	3	3	1	4	1	8	34
0-2 Heavy Cavalry	8	3	3	3	3	1	3	1	7	23
Horse Archers	8	2	3	3	3	1	3	1	6	26

Cataphracts have a hand weapon, cataphract armour, thrusting spear and barding. *Cataphracts.*

Heavy cavalry have a hand weapon, light armour and thrusting spear.

Horse archers have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	4	4	3	3	3	1	4	1	8	15
Spearmen	4	3	3	3	3	1	3	1	7	11
Levy Spearmen	4	2	3	3	3	1	3	1	5	6
Skirmishers	4	2	3	3	3	1	3	1	5	7

Guards have a hand weapon, thrusting spear and shield. *Different Weapons*.

May have light armour (+2) and large shield (+1) and may exchange thrusting spear for halberd (free).

May be Stubborn (+3).

Spearmen and Levy Spearmen have a hand weapon, thrusting spear and shield. *Different Weapons*. May have a large shield (+1) and may exchange thrusting spear for halberd (free). May use a *Combined Formation* where up to half of the figures exchange thrusting spear for composite bow (free) and form the rear ranks. Alternatively may use a *Mixed Formation* where up to half of the figures exchange thrusting spear for crossbow (+2).

Levy Spearmen are *Levy*.

Skirmishers have a hand weapon and composite bow. *Skirmishers*. Every second unit may exchange composite bow for crossbow (+2). Such units may not be larger than the smallest composite bow unit.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista				4	5	2				32
Heavy Ballista				5	5	2				42
Crew	4	3	3	3	3	1	3	1	7	

The 2 crew have hand weapons. A third crewman may be purchased for heavy ballistas (+10). Crew may have light armour (+2).

ALLIES & MERCENARIES

The army may take allies from the T'ang Chinese list. It may also employ Manchurian mercenaries by fielding additional horse archers from the cavalry section and paying for them out of the allies & mercenaries points allocation; these troops are then *Unreliable*.

51. LATE IMPERIAL ROMAN

350 AD to 493 AD

This army list represents the forces of the Roman Empire from the reign of Constantine I to the late 5th century and the overwhelming of Italy by the Ostrogoths. During this period the cavalry arm acquired more importance than it ever had in the Roman army, mainly due to the need to adapt to the enemies the Empire was facing.

Academics are still debating on the quality of the Legios of the last centuries of the Western Empire and this list is just one of the possible interpretation. The list allows for the construction of a local border garrison force, an Imperial field army, and the forces of a Romanised warlord (probably with a Roman commission).

ARMY COMPOSITION

Border Garrison

Characters: Up to 25%

Cavalry: Up to 25%

Infantry: At least 50%

Artillery: Up to 20%

Imperial Field Army

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: At least 25%

Foederati: Up to 33%

Allies & Mercenaries: Up to 20%

Romanised Warlord

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: Up to 50%

Foederati: At least 33%

Romano-British

Characters: Up to 25%

Cavalry: Up to 50% May only take Equites.

Infantry: At least 33%

Foederati Infantry: Up to 33%

The army may not include an Imperator.

There must be at least one Limitanei unit per unit of Legionaries. Any Foederati Infantry unit may be *Open Order* (+3).

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Magister	8	5	3	4	4	3	5	2	9	157
Imperator	8	3	3	3	4	3	4	1	10	247

The Magister has a hand weapon and light armour. Rides a horse. *Army General*.

May have a throwing or thrusting spear (+3), a shield (+1) and heavy armour (+1).

The Imperator has a hand weapon and light armour and rides a horse. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legate	4	5	3	4	4	2	5	2	8	86
Standard Bearer	4	4	3	3	4	2	5	2	8	107

The Legate has a hand weapon and light armour. He may have a throwing or thrusting spear (+2), a shield (+1) and heavy armour (+1). May ride a horse (+9).

The Standard Bearer has a hand weapon and light armour. *Army Standard Bearer*. He may have a shield (+1) and heavy armour (+1). May ride a horse (+9).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catafractii/Clibanarii	7	3	3	3	3	1	4	1	7	29
Equites	8	3	3	3	3	1	4	1	7	26
Illyricani/Sagittarii	8	2	3	3	3	1	3	1	6	20

Catafractii and Clibanarii have hand weapons and cataphract armour. *Cataphracts*. They may have kontos (+3) and short bows (+1). Their horses may have full metal barding (+4). You may have one Catafractii or Clibanarii unit for every two Equites units fielded in your army.

Equites have a hand weapon, throwing spear, javelins, light armour and shield. Light armour may be exchanged for heavy armour (+1).

Illyricanii have a hand weapon, javelins and shield. *Light Cavalry. Feigned Flight*. They may have throwing spear (+3) and any unit -as Equites Sagittarii- may replace javelins and shield with composite bow and buckler (free). Equites Sagittarii may have light armour (+2).

In an Imperial Field Army, any Equites or Catafractii/Clibanarii unit may be upgraded to elite Scholae (+4). Scholae have Ld8 and are *Drilled*.

INFANTRY

ROMAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionaries	4	3	3	3	3	1	3	1	7	14
Limitanei	4	2	3	3	3	1	2	1	6	10

Legionaries have a hand weapon, throwing spear, large shield and darts. *Shieldwall*. They may have light armour (+2). Throwing spears may be exchanged for either thrusting spears (free) or heavy throwing spears (+1).

Legionary units may use *Combined Formation* with up to one third of the unit's figures exchanging throwing spear, large shield and darts for composite bow and buckler (-3) and forming the rear rank(s) of the unit. They may not take any other equipment.

In an Imperial Field Army any Legionary unit may be upgraded to elite Palatini (+4). Palatini have Ld8 and are *Drilled*.

Limitanei have a hand weapon, thrusting spears and large shields. *Shieldwall*. They may have darts (+1).

ROMAN LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilia	5	3	3	3	3	1	3	1	7	14
Archers	5	2	3	3	3	1	3	1	6	8

Auxilia have a hand weapon, throwing spear, large shield and darts. *Light Infantry*. Auxilia units may use *Combined Formation* with up to one third of the unit's figures exchanging throwing spear, large shield and darts for composite bow and buckler (-3) and forming the rear rank(s) of the unit.

In an Imperial Field Army any Auxilia unit may be upgraded to elite Palatini (+3). Palatini troops have Ld8 and are *Drilled*.

Archers have hand weapons, composite bows and bucklers. *Light Infantry*.

Every second unit may exchange their composite bows for sling (-1) or javelins (-1).

WAR MACHINES

STONE THROWER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	2	3	3	3	1	2	1	6	5
Tormenta					7	3				62

A Tormenta is a small stone thrower with three crew armed with hand weapons. An additional crewman can be purchased (+10).

BOLT THROWER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	2	3	3	3	1	2	1	6	5
Light Bolt Thrower				4	7	3				32
Heavy Bolt Thrower				5	7	3				42

A bolt thrower has a crew of two. An additional crewman can be purchased (+10).

A light bolt thrower may be mounted on a cart pulled by two horses (+10). If mounted on a cart it may move 8'' but cannot fire on the turn it moves and may not march or charge.

FOEDERATII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	4	3	3	3	1	3	1	7	25
Light Cavalry	8	3	3	3	3	1	3	1	7	29

Heavy Cavalry have a hand weapon, throwing or thrusting spear, javelins and shield. May have light armour (+2) or heavy armour (+3).

Light Cavalry have composite bows. *Light Cavalry*. *Nomad Cavalry*. They may have shield (+1) and throwing spear (+3).

For every two Light Cavalry units, one federate heavy cavalry unit may be upgraded to Steppe Nobles (+4). Steppe Nobles have composite bows and are *Expert Horsemen*.

In an Imperial Field Army or a Romanised Warlord army one unit of Heavy Cavalry may be upgraded to Bucellarii (+5). Bucellarii have Ld8 and are *Stubborn*. They must be led in all times by the Magister.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Federate Infantry	4	3	3	3	3	1	3	1	5	7

Foederati Infantry have a hand weapon, throwing spear and shield. *Warband*. They may have heavy throwing spear (+1) or javelins (+1).

ALLIES AND MERCENARIES

Any army may take allies from the Gothic & Vandal Kingdoms list.

52. STEPPE NOMADS

350 AD to 1504 AD

For centuries, the central Asian nomads were the scourge of settled civilisations. Population pressures on the steppe would send waves of migrants into collision with the states of Europe, the Middle East and China. The various nomad peoples are sufficiently similar to be dealt with by a single list, with the similar troop types differentiated within the army compositions. These armies feature as allies of various settled states and of each other. The list may be used to create Alan, Hun, Avar, Khazar, Magyar, Pecheneg, Cuman and Turcoman armies.

Where an army is able to use subject tribesmen as allies, these are represented by fielding any troops from the chosen list with a reduction of 2 in Leadership for –4 points. The subject units count as Unreliable.

ARMY COMPOSITION

ALAN

Characters: up to 25%

Infantry: Up to 10%

Cavalry: Up to 100%

Special Units: Up to 10%

Allies: None

Noble Cavalry Equipment:

Hand weapon, light armour and composite bow. *Nomad Cavalry*. (+15)

May have heavy armour (+1), javelins (+2), buckler (free) and throwing spear or kontos (+8), become *Eastern Shock Cavalry*).

Horse archer equipment:

Hand weapon and composite bow. *Nomad Cavalry*. (+11). May have javelins (+1) and buckler (free).

Elites are +13 and pay +2 for javelins.

Infantry equipment:

Hand weapon and composite bow (+2). *Skirmishers*.

HUNS 350 AD to 475 AD

Characters: up to 25%

Infantry: None

Cavalry: Up to 100%

Special Units: Up 10%

Allies: Up to 66%. Alans, Franks, Goths, Subject Tribesmen.

Noble Cavalry Equipment:

Hand weapon, light armour and composite bow. *Nomad Cavalry*. (+15)

May have heavy armour (+1), javelins (+2), buckler (free) and throwing spear (+8), become *Eastern Shock Cavalry*).

Horse archer equipment:

Hand weapon and composite bow. *Nomad Cavalry*. (+11). May have javelins (+1), buckler (free) and throwing spear (+3). Elites are +13 and pay +2 for javelins.

AVAR 575 AD to 850 AD

Characters: up to 25%

Infantry: None

Cavalry: Up to 100%

Special Units: Up to 10%

Allies: None

Subject Units: At least 25% taken from the early Slav or Bulgar list

Noble Cavalry Equipment:

Hand weapon and composite bow. *Nomad Cavalry. Fearsome*. (+15)

May have light armour (-2), heavy armour (-1), buckler (free), thrusting spear and shield (+4), and half barding (+2).

Horse archer equipment:

Hand weapon and composite bow. *Nomad Cavalry. Fearsome*. (+13). May have buckler (free) and either javelins (+1) or throwing spear (+3). Elite horse archers are +15 and pay +2 for javelins. They may take light armour (-2) and thrusting spear and shield (+4).

(All Avar cavalry that wear armour are downgraded from *Nomad Cavalry* to *Expert Horseman* and *Feigned Flight* only.)

KHAZAR 568 AD to 1083 AD

A Khazar army may be early (before 780 AD) or late.

Early Army

Characters: up to 25%

Infantry: Up to 20% if a *Wagon Tabor* is also taken

Cavalry: Up to 100%

Special Units: Up 10%

Allies: Up to 25%. Alans, Subject Tribesmen.

Noble Cavalry Equipment:

Hand weapon, composite bow and shield. *Nomad Cavalry*. (+14)

May have light armour (-2), and thrusting spear (+3) or javelins (+2).

Horse archer equipment:

Hand weapon, composite bow and shield. *Nomad Cavalry*. (+12)

May have either javelins (+1) or throwing spear (+3). Elites are +13 and pay +2 for javelins.

(All Khazar cavalry that wear armour are downgraded from *Nomad Cavalry* to *Expert Horseman* and *Feigned Flight* only.)

Late Army

Characters: up to 25%

Infantry: Up to 33% if a *Wagon Tabor* is also taken

Cavalry: Up to 100%

Special Units: Up 10%

Allies: Up to 50%. Alans, Magyars, Turcomen.

Noble Cavalry Equipment:

Hand weapon, light armour, composite bow and buckler. *Nomad Cavalry*. (+15)

May have heavy armour (+1), shield (+1), thrusting spear (+3) and half-barding (+2) or any barding (+4).

Troops with heavy armour, spear or barding become *Eastern Shock Cavalry*, *Expert Horsemen* with *Feigned Flight* (+1) instead of *Nomad Cavalry*.

Horse archer equipment:

Hand weapon, composite bow and buckler. *Nomad Cavalry*. (+11)

May have either shield (+1) or light armour (-2). May have javelins (+1) or thrusting spear (+3). Elites are +13 and pay +2 for javelins.

(All Khazar horse archers that wear light armour are downgraded from *Nomad Cavalry* to *Expert Horseman* and *Feigned Flight* only.)

Infantry Equipment:

Hand weapon and composite bow (+2). May have buckler (free), shield (+1), thrusting spear (+2), throwing spear (+3) and light armour (+2). Every second unit may be Riding Camels (+1)

MAGYAR 650 AD to 997 AD

Characters: Army General and Standard Bearer only

Infantry: None

Cavalry: Up to 100%

Special Units: Up to 10%

Allies: Up to 15%. Subject Tribesmen: up to two units of infantry may be chosen, armed with throwing spear and shield (+3).

Noble Cavalry Equipment:

Hand weapon and composite bow. *Nomad Cavalry* (+13).

May have light armour (+2), buckler (free) and throwing spear (+3).

Horse archer equipment:

Hand weapon and composite bow. *Nomad Cavalry*. *Skirmishers*. (+11). May have buckler (free) and throwing spear (+3). Elites are +13 and pay +2 for javelins.

PECHENEG 850 AD to 1122 AD

Characters: Up to 25%

Infantry: Up to 33% if a *Wagon Tabor* is also taken

Cavalry: Up to 100%

Special Units: Up to 10%

Allies: None

Noble Cavalry Equipment:

Hand weapon, composite bow and shield. *Nomad Cavalry* (+14).

May have light armour (+2), and either javelins (+2) and throwing or thrusting spear (+3).

Horse archer equipment:

Hand weapon, composite bow and shield. Ld6. *Nomad Cavalry*. *Warband*. (+11). May have either javelins (+1) or throwing or thrusting spear (+3).

Elites cost +15 and pay +2 for javelins.

Infantry equipment:

Hand weapon and composite bow. Ld 6. *Warband*. (+1). May have shield (+1) and either thrusting or throwing spear (+2)

Formed Pecheneg cavalry are *Massed Cavalry*.

CUMAN or KIPCHAK 1054 AD to 1200 AD

Characters: Up to 25%
Infantry: None
Cavalry: Up to 100%
Special Units: Up to 10%
Allies: Up to 25%. Alans, Pechenegs, Subject Tribesmen

Noble Cavalry equipment:

Hand weapon, composite bow and buckler. *Nomad Cavalry*. (+13).

May have light armour (+2), heavy armour (-3), shield (+1) and throwing spear (+3). Nobles wearing heavy armour may take thrusting spear (+3). Nobles wearing heavy armour are downgraded from *Nomad Cavalry* to *Expert Horseman* and *Feigned Flight* only.

Horse Archers equipment:

Hand weapon, composite bow and buckler. *Nomad Cavalry. Skirmishers*. (+11).

May have light armour (+2), shield (+1) and javelins (+1) or throwing spear (+3). Elites are +13 and pay +2 for javelins.

Wagon defenders equipment:

Hand weapon, javelins and shield (+2). May exchange javelins for composite bow (+1). Every second defender model may exchange javelins and shield for crossbow (+2).

TURCOMAN 1378 AD to 1504 AD

Characters: Up to 25%

Infantry: Up to 30%

Cavalry: At least 50% . There must be at least twice as many horse archer figures as noble cavalry figures. Up to 2 units of elite horse archers may be taken.

Special Units: Up to 10% (not allowed if allies are taken)

Allies: Up to 25%. Timurids (Arab auxiliaries). If a *Wagon Tabor* is taken the army may have up to 2 units of handgunners.

Noble Cavalry equipment:

Hand weapon, heavy armour, shield, composite bow and thrusting spear. *Eastern Shock Cavalry* (+16).

May have cloth barding (+2) or lamellar (plate) barding (+4). One unit may be *Veteran* (+1).

Horse archer equipment:

Hand weapon, composite bow and shield. *Nomad Cavalry. Skirmishers*. (+12).

May have light armour (+2). Elite horse archers cost +14 and may have heavy armour (+3). If wearing heavy armour may take thrusting spear (+3). Elite horse archers wearing heavy armour are downgraded from *Nomad Cavalry* to *Expert Horseman* and *Feigned Flight* (-4).

Infantry equipment:

Hand weapon and composite bow. *Open Order*. May have light armour (+2) and may exchange composite bow for handgun (+2). Every second unit may be fielded as *Skirmishers*; all handgunners must be *Skirmishers*.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	8	5	6	3	4	3	6	3	9	163

Rides a horse. Same equipment options as his tribe's Noble cavalry. *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	8	4	5	3	3	2	5	2	8	91
Standard	8	4	4	3	4	2	4	2	8	115

Bearer										
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A Chieftain rides a horse and has the same equipment options as his tribe's Noble cavalry.

A standard bearer rides a horse and has the same armour and shield options as his tribe's Noble Cavalry.
Army Standard Bearer.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Nobles	8	4	4	3	3	1	4	1	8	25
Elite Horse Archers	8	3	4	3	3	1	4	1	7	21
2+ Horse Archers	8	3	3	3	3	1	3	1	7	18

See equipment options for selected tribe. *Light Cavalry.*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	4	3	3	3	3	1	3	1	7	8

See equipment options for selected tribe. *Light Infantry.*

SPECIAL UNITS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-5 Wagons					6	3				15
Defenders	4	2	3	3	3	1	3	1	7	9

Wagons form a *Wagon Tabor*. There may be up to 5 defenders per wagon in the *Tabor*. Defenders have a hand weapon, javelins and shield and may exchange javelins for composite bow (+1). They form one unit and may not have a standard or musician.

53. GOTHIC & VANDAL KINGDOMS

442 AD to 720 AD

These largely Germanic tribes overran large areas of the Western Roman Empire, often after initially being invited to settle as Federates within the Empire's boundaries. Their success proved transitory and several of their kingdoms were conquered by the Byzantines. The Visigoths in Southern Spain held on until overrun by the Arab expansion in 720 AD, and the Lombards until defeated by the Byzantines in 1018 AD. The list can be used to construct Vandal, Visigoth, Ostrogoth and Lombard armies.

ARMY COMPOSITION

Vandal Armies

Characters: up to 25%

Infantry: Up to 20%

Cavalry: At least 50%

Allies: Up to 20%: Up to 2 units of Berber cavalry from the Early Byzantine list.

Vandal cavalry are Light Cavalry with *Feigned Flight* (+3). They may not take javelins, and troops indicated in the list to be armed with *Mixed Weapons* must take throwing spears instead (+1).

Visigoth Armies

Characters: up to 25%

Infantry: Up to 33%

Cavalry: Up to 66%

Allies: None.

Ostrogoth Armies

Characters: up to 25%

Infantry: Up to 50%

Cavalry: Up to 66%

Allies: Up to 20%: Up to 2 units of Berber cavalry or Byzantine Foederati from the Early Byzantine list.

Comitatus and warrior cavalry may take barding (+4). Warriors may be *Light Infantry* with hand weapon and composite bow, at 8 points each.

Lombard Armies

Characters: up to 25%

Infantry: Up to 50%

Cavalry: Up to 66%

Allies: Up to 20%: Avars (Steppe Nomad list)

Characters and Elite Cavalry must be armed with thrusting spears and should take heavy armour. Elite Warriors cannot be taken; Warriors are *Light Infantry* with hand weapon and composite bow, and are Ld6 at 10 points each.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	5	4	4	3	6	3	9	161

Hand weapon, light armour, throwing or thrusting spear and shield. *Army General*. May ride a horse (+9) or warhorse (+16) and these may be barded (+4). If mounted he may have heavy armour (+1) and may exchange thrusting spear and shield for kontos and buckler (free). If on foot he may be *Riding Horses* (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	5	4	4	3	2	5	2	6	85
Standard Bearer	5	4	3	4	3	2	4	2	5	102

A Noble has a hand weapon, light armour, throwing or thrusting spear and shield. May ride a horse (+9) or warhorse (+16) and these may be barded (+4). If mounted he may have heavy armour (+1) and may exchange thrusting spear and shield for kontos and buckler (free). If on foot he may be *Riding Horses* (+1).

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer*.

May ride a horse (+9) or warhorse (+16) and these may be barded (+4). If mounted he may have heavy armour (+1). If on foot he may be *Riding Horses* (+1).

0-1 BODYGUARD (COMITATUS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot	4	4	4	3	3	1	4	1	8	19
Mounted	8	4	4	3	3	1	4	1	8	34

Hand weapon, throwing or thrusting spear, light armour and shield. Mounted Comitatus may have heavy armour (+1) and may either have javelins (+1) or exchange spear and shield for kontos and buckler (free). Foot Comitatus may be *Riding Horses* (+1). Mounted Comitatus are *Shock Cavalry*. The Comitatus must be led by the Army General.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Cavalry	8	4	3	3	3	1	4	1	8	32
Cavalry	8	3	3	3	3	1	3	1	6	19

Elite cavalry have hand weapon, light armour, throwing spear and Shield. *Shock Cavalry*. May have heavy armour (+1) and may either have javelins (+1) or exchange spear and shield for kontos and buckler (free).

Cavalry have *Mixed Weapons* and shield. Every second unit may have light armour (+2). Unarmoured cavalry may be designated as *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Warriors	5	4	3	3	3	1	4	1	8	17
Warriors	5	3	3	3	3	1	3	1	4	8

Elite Warriors have hand weapon, light armour, thrusting or throwing Spear and shield. May have javelins (+1) and may be *Riding Horses* (+1).

Warriors have *Mixed Weapons* and shield. *Warband rules 5 & 6*. May exchange *Mixed Weapons* for throwing spear (free) and may be *Riding Horses* (+1).

Every second warrior (not elite warrior) unit may be designated *Light Infantry* (free). Half of all *Light Infantry* units may exchange *Mixed Weapons* for composite bow (free).

Combined Units

Formed elite and other cavalry or warriors may be in *Combined Units* where up to 75% of figures may be of the inferior type.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	2	2	3	3	1	3	1	4	3

Hand weapon and either javelins, short bow or sling. *Levies*. *Skirmishers*.

May not be more Skirmisher figures than other infantry figures.

54. HINDU INDIA 450 AD to 1528 AD

The list commences at the dissolution of the Gupta Empire in the North of India, which we take to be the end of the classical era. Throughout the period a variety of states small and large existed with a varied degree of success and longevity, fighting each other and all comers with equal enthusiasm, though the North gradually came under the sway of Islamic powers due to successive waves of invaders.

The Hindus approached war in an almost ritualistic way, the purpose of battle being to establish superiority rather than to destroy the enemy; the loser would promise to pay tribute and the winner would claim suzerainty for a time. Several "empires" consisted largely of theoretical vassals of this type. This unwillingness to prosecute war a l'outrance proved fatal when the Rajputs defeated a Ghaznavid invasion but did not pursue the routed army; Mahmud of Ghazni returned the next year to soundly defeat his Hindu opponents.

The list may be used to create a typical army and three variant armies, the Rajputs, Orissa and Vijayanagar, selected to demonstrate the different army compositions possible in the sub continent.

ARMY COMPOSITION

Standard Army

Characters: Up to 25%

Cavalry: Up to 25%. Elite cavalry may not be used.

Infantry: Up to 100%. Muslim infantry may not be used.

Elephants: Up to one elephant per 600 points. There must be at least one elephant in the army.

Artillery: Up to one rocket base per 1400 points

Rajputs

Characters: Up to 25%

Cavalry: 50-100%

Infantry: 0-25%

Elephants: Up to 2

Rajput characters must be mounted, and cannot have barding. All Rajput elite cavalry are subject to *Warband rule 1* and may not have barding. No more than 2 units of Hindu cavalry may be used, and Muslim troops may not be used.

Artillery: None

Orissa

Characters: Up to 25%. The general must ride on an elephant.

Cavalry: 0-10%

Infantry: 25-100%

Elephants: Up to one elephant per 450 points of the army total. The general's elephant mount is not counted towards this maximum (i.e. in a 2,800 point army, there may be 6 elephants plus one ridden by the general). There must be at least 2 elephants in the army.

A maximum of one unit of Hindu cavalry can be taken. No other cavalry can be taken. No Muslim troops can be used.

Artillery: Up to one rocket base per 1400 points

Vijayanagar

Characters: Up to 25%

Cavalry: 25-50%

Infantry: 25-50%

Specials: Up to one elephant per 600 points. There must be at least one elephant in the army.

No more than one unit of Elite Cavalry may be taken.

Artillery: Up to one rocket base per 1400 points

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	3	4	3	6	3	9	152

The general has a hand weapon and light armour. *Army General*. May ride a horse (+14), becoming *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+1), heavy armour (+1), a thrusting spear (+3) and barding (+4). May be mounted on an elephant bought from the list below.

Indian generals were most commonly mounted on elephants, as they gave a good field of vision and were of course very imposing. Unfortunately this made them, as one enemy remarked, "a target for everyone" and it was not unusual for generals to be shot from their mounts, causing the immediate end of hostilities! In an attempt to avoid this fate, a number of decoy fake generals would be used to confuse the enemy. To reflect this, elephant-mounted generals and characters and their elephant's crew may add +2 to their armour save, as if they were riding in a howdah.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	4	4	3	3	3	2	5	2	8	80
Standard Bearer	4	4	3	3	4	2	4	2	8	106

A *commander* has a hand weapon and light armour. May ride a horse (+14), becoming *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+1), heavy armour (+1), a thrusting spear (+3) and barding (+4pts). May be mounted on an elephant bought from the list below.

If no other Army General is taken, a single Commander may be made *Army General* (+50).

A *Standard Bearer* has a hand weapon and light armour. *Army Standard Bearer*. May ride a horse (+14), becoming *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+1), heavy armour (+1), and a horse (free). The horse may have barding (+4pts). May be mounted on an elephant bought from the list below.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Cavalry	8	4	4	3	3	1	4	1	8	36
Hindu Cavalry	8	3	3	3	3	1	3	1	7	19
Muslim Cavalry	8	3	3	3	3	1	3	1	7	29

Elite Cavalry and Muslim Cavalry have hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry*. *Used to Elephants*.

Elite Cavalry may have barding (+4) and heavy armour (+1).

Hindu Cavalry have hand weapon and shield. *Used to Elephants*. They may have light armour (+2) and a thrusting spear (+3) or javelins (+ 1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hindu Archers	4	2	3	3	3	1	3	1	6	8
Hindu Spearmen	4	3	3	3	3	1	3	1	6	10
Muslim Infantry	5	3	3	3	3	1	3	1	6	11

Hindu Archers have a hand weapon and composite bow. *Open Order*.

Hindu spearmen have a hand weapon, throwing or thrusting spear and shield. *Open Order*.

Muslim Infantry have a hand weapon, throwing spear and shield. *Light Infantry*.

May have javelins (+1) and may exchange throwing spear for thrusting spear or composite bow (-1).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4		7	6	6	3	4	4	170
Mahout		3	3	3	3	1	3	1	7	
Crew		3	3	3	3	1	3	1	7	

Mahouts have a hand weapon and light armour. The two crewmen have a hand weapon, heavy armour and javelins. May exchange javelins for composite bow (+1). *Elephant*. The crew ride on the elephant's back in this period.

ROCKET ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Rocket launcher				4		2				50
Crew	4	3	3	3	3	1	3	1	7	

A launcher has a crew of two armed with improvised weapons. Up to 3 additional crew may be purchased (+10). *Rockets*.

55. EARLY BYZANTINE

475 AD to 660 AD

The starting date for this list is the collapse of the western Roman Empire, at which point it is convenient to label the Eastern Empire's armies as "Byzantine" rather than "Late Roman". It covers the armies of Belisarius and Narses, that regained so much of the Western lands for Justinian, and those of Heraclius which fought off the Avars and Sassanids. It is divided into Early (E) and Late (L) variants.

ARMY COMPOSITION

Early Army

Characters: up to 25%

Infantry: Up to 50%

Cavalry: At least 33%

Allies: Up to 33%

May not take troops marked as (L)

Any mounted figure may be fielded dismounted at -13 points. Dismounted cavalry are taken from the cavalry allocation. They may form *Shieldwall*.

Must take at least two bow-armed cavalry units.

Later Army

Characters: up to 25%

Infantry: Up to 50%

Cavalry: Up to 75%

Skirmishers: Up to 10%

Allies: Up to 25%

May not take troops marked as (E)

Any mounted figure may be fielded dismounted at -13 points. Dismounted cavalry are taken from the cavalry allocation. They may form *Shieldwall*.

In armies exceeding 3,000 points the Magister may be upgraded to Emperor with Ld 10 (+100 points).

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Magister	8	6	6	4	4	3	6	3	9	189

Rides a horse. Has hand weapon, light armour, and buckler. May have heavy armour (+1), composite bow (+4), javelins (+2), kontos (+3) and barding (+4). May exchange kontos and buckler for throwing or thrusting spear and shield (+1) and may ride a warhorse (+7). *Army General. Stratagem*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Merarch	8	5	5	4	3	2	5	2	8	97
Phylarch	8	4	4	3	3	2	4	2	8	90
Standard Bearer	8	5	5	4	3	2	5	2	8	122

Rides a horse. Has hand weapon, light armour, and buckler. The Standard Bearer may have heavy armour (+1). Other characters may have heavy armour (+1), bow (+4), javelins (+2), kontos (+3) and barding (+4), and may exchange kontos and buckler for throwing or thrusting spear and shield (+1). The Merarch may be upgraded to Army General (Ld 9, +52) and may then ride a warhorse (+7).

A Phylarch may only be used to lead a unit of Ghassanid Arab cavalry.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Bucellarii	8	4	4	3	3	1	5	1	8	33
Cavalry	8	4	3	3	3	1	3	1	7	27
Light Cavalry	8	3	3	3	3	1	3	1	7	20

Bucellarii and Cavalry have a hand weapon and light armour. *Eastern Shock Cavalry*. They may have heavy armour (+1).

In early armies, Bucellarii have kontos, composite bow and buckler (+7) and either half barding (+2) or barding (+4). Cavalry have either kontos, composite bow and buckler (+5), or throwing or thrusting spear and shield (+4). In the latter case they may have composite bow (+2) or javelins (+1).

In later armies, Bucellarii have thrusting spear, composite bow and shield (+8) and may have either half barding (+2) or barding (+4). Cavalry have thrusting spear and shield (+4). Units other than Bucellarii may use *Combined Formation* with up to half their models exchanging thrusting spear for javelin (-2) or composite bow (-1) and forming the rear ranks.

Light Cavalry have a hand weapon and light armour. *Light Cavalry*. May have heavy armour (+1), composite bow (+2), javelins (+1), throwing or thrusting spear (+3) and shield (+1).

The Bucellarii must be led by the Army General at all times.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	6	12
Levy	4	2	2	3	3	1	2	1	5	6
Isaurians	4	3	3	3	3	1	4	1	7	10

Regular and Levy infantry have hand weapon, thrusting spear and large shield. *Shieldwall*. They may have darts (+1), and up to two regular units may have light armour (+2). All may use *Combined Formation* with up to half the unit's figures exchanging thrusting spear and large shield for composite bow (-2) and forming the rear ranks. Levies are *Levies*.

Isaurians have hand weapon, sling or javelins and buckler. *Light Infantry*. May have throwing spear (+3) and may exchange buckler for shield (+1).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	4	2	3	3	3	1	3	1	5	6

Hand weapon, sling or javelins and buckler. *Skirmishers*. May replace sling or javelins with short bow (free).

ALLIES

The following mercenary troops may be selected:

GERMANIC CAVALRY (E)

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Heruls	8	4	4	3	3	1	4	1	8	39
Lombards and Goths	8	4	3	3	3	1	4	1	7	35

Hand weapon, throwing or thrusting spear and shield. *Eastern Shock Cavalry. First Charge.* Heruls are also *Light Cavalry*.

Lombards and Goths may have light armour (+2) or heavy armour (+3). Goths may exchange thrusting spear and shield for kontos and buckler (-1).

BERBER CAVALRY (E)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Berbers	8	3	3	3	3	1	3	1	7	23

Hand weapon, javelins and shield. *Skirmishers. Feigned Flight.*

GHASSANID ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	4	1	6	22
Infantry	5	2	3	3	3	1	4	1	4	7

Cavalry have hand weapon, javelins and shield. *Light Cavalry. Feigned Flight.* May have throwing spear (+3) and one unit may have light armour (+3).

Infantry have hand weapon, javelins and shield. *Light Infantry. Warband rule 5.* May have throwing spears (+2) and large shield (+1). May not be used unless Ghassanid Cavalry are also taken.

Allied contingents may also be taken from the Steppe Nomad list:

Huns, Alans, Avars (E), Khazars (L)

56. TANG CHINA

618 AD to 907 AD

China remained fragmented into rival kingdoms from the fall of the Han dynasty until reunited under the Sui dynasty in 581. This dynasty was supplanted by the Tang after a series of civil wars. The Tang recreated a professional army and embarked on a period of expansion, reaching far enough west to come into conflict with the Arab Caliphate on the Talas river in 751. The series of campaigns created a situation where large bodies of troops were concentrated in the hands of a few generals far from central supervision, and this led inevitably to rebellions and to a loss of authority by the Emperor. A period of conflict with Tibet in the 8th Century added to the confusion, and when the last Tang Emperor was deposed in 907, the Empire was already effectively divided between rival warlords.

The favoured infantry missile weapon changed from bow to crossbow at some point during this period.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 33%

Infantry: At least 33%

Special troops and Allies: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	6	6	4	4	3	6	3	9	169

The general rides a horse and has a hand weapon and light armour. *Army General.*

May have heavy armour (+1), composite bow (+4), thrusting spear (+3) and barding (+4).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	4	4	5	3	3	2	5	2	8	84
Standard	4	4	3	3	4	2	4	2	8	106

Bearer										
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A commander has a hand weapon and light armour. May ride a horse (+9) and may have heavy armour (+1), composite bow (+4), thrusting spear (+3) and barding (+4).

A Standard Bearer has a hand weapon and light armour. May ride a horse (+9) and may have heavy armour (+1) and barding (+4).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	8	4	3	3	3	1	4	1	8	29
Cavalry	8	3	3	3	3	1	3	1	7	22
Horse Archers	8	3	3	3	3	1	3	1	7	20

Lancers have a hand weapon, heavy armour and thrusting spear. May have cataphract armour (+1) and barding (+4). Note the *Cataphract* rule does not apply to them however.

Cavalry have a hand weapon, light armour and composite bow. May have heavy armour (+1) and thrusting spear (+3).

Horse archers have a hand weapon and composite bow. *Light Cavalry*. May exchange composite bow for light crossbow (free).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Spearmen	4	3	3	3	3	1	3	1	7	11
Levy Spearmen	4	3	3	3	3	1	3	1	6	7
Skirmishers	5	2	3	3	3	1	3	1	5	7

Regular and levy Spearmen have a hand weapon, thrusting spear and shield. Regular spearmen may have light armour (+2).

Both types may use a *Combined Formation* in which up to half the figures in the unit exchange thrusting spear for composite bow (free for regulars, +1 for Levy) and form the rear ranks. The bowmen may exchange composite bow for crossbow (+2) and then form in *Mixed Order*. Levy Spearmen are *Levy*. Skirmishers have a hand weapon and composite bow. Skirmishers. May exchange composite bow for crossbow (+2).

SPECIAL TROOPS AND ALLIES

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista				4	5	2				32
Heavy Ballista				5	5	2				42
Crew	4	3	3	3	3	1	3	1	7	

The 2 crew have hand weapons. A third crewman may be purchased for heavy ballistas (+10). Crew may have light armour (+2).

ALLIES

The army may take allies from the Steppe Nomad list (use the Cuman entry), or from the Tibetan list, (if the army does not include Cataphracts).

57. TIBETAN

620 AD to 1000 AD

The various Tibetan states were unified under one dynasty in about 620 and this entity expanded in wars against China, the central Asian nomads and India. It was a serious threat to the Tang Dynasty, at one point capturing the Chinese capital and contributing to the waning of central authority. Eventually Tibet lapsed back into a patchwork of warring states.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: Up to 25%

Allies: Up to 33%

0-2 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	6	6	4	4	3	6	3	9	174

The general rides a horse and has a hand weapon, heavy armour and composite bow. *Army General*. May have cataphract armour (+1), thrusting spear (+3) and barding (+4).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	8	4	5	3	3	2	5	2	8	98
Standard Bearer	8	4	3	3	4	2	4	2	8	116

A commander has a hand weapon, heavy armour and composite bow. May have cataphract armour (+1), thrusting spear (+3) and barding (+4).

A Standard Bearer has a hand weapon and heavy armour. May have cataphract armour (+1) and barding (+4).

Note the *Cataphract* rule does not apply to these Characters however.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancers	8	4	4	3	3	1	4	1	8	40
Light Horse	8	3	3	3	3	1	3	1	6	23

Lancers have a hand weapon, heavy armour, composite bow and thrusting spear. *Shock Cavalry*. Expert Horsemen. May have cataphract armour (+1) and barding (+2). Note the *Cataphract* rule does not apply to them however.

Light horse have a hand weapon and composite bow. *Light Cavalry*. *Expert Horsemen*. *Feigned Flight*. May have throwing spear (+3) and shield (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	5	3	3	3	3	1	3	1	6	10
Archers	5	3	3	3	3	1	3	1	6	9

Spearmen have a hand weapon, thrusting spear and shield. *Open Order*.

Archers have a hand weapon and composite bow. *Open Order*.

ALLIES

NEPALESE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	22

Spearman	5	3	3	3	3	1	3	1	6	10
Archers	5	3	3	3	3	1	3	1	6	9

Cavalry have a hand weapon and composite bow. *Open Order. Expert Horsemen.* May have light armour (+2) and shield(+1).

Spearman have a hand weapon, thrusting spear and shield. *Open Order.*

Archers have a hand weapon and composite bow. *Open Order*

The army may also take allies from the Steppe Nomad list (use the Hunnic horse archer entry)

58. ARAB CONQUEST

632 AD to 672 AD

At the time of the death of the Prophet Mohammed, Islam had spread to most of the Arabian peninsula. Within the next forty years, a tidal wave of conquest had been unleashed the like of which had not been seen since the days of Alexander. The Arab armies overran the Sassanid Empire, took Egypt, Palestine and Syria from the Byzantines, and conquered North Africa. The converts gained in these regions would continue to expand the area subject to Islam for the next four hundred years.

The Caliphate, as it became known, came under the control of the first great dynasty, the Umayyads, who continued the expansion, albeit at a reduced rate, taking Spain from the Visigoths and pressing into central Asia. By the time this dynasty was supplanted, the early vigour had gone.

Arab armies were aggregations of tribes fighting in their traditional way, mainly as infantry, though use was made of cavalry to strike decisive blows, usually from a flank, and camels gave the armies a strategic and often tactical mobility, allowing attacks from unexpected directions. Early armies were led by those senior tribal leaders who had accompanied the Prophet in the beginning, the Companions.

ARMY COMPOSITION

Early armies

Characters: Up to 33%

Cavalry: Up to 33%.

Infantry: At least 50%

Allies: None

Umayyad Caliphate

Characters: Up to 25%. May be led by a Caliph from the Arab Caliphate list, or by an upgraded Sheikh. May not be led by a Companion.

Cavalry: At least 25%

Infantry: At least 33%. May have up to 2 units of Daylami from the Arab Caliphate list. Tribal Infantry must outnumber Religious Volunteers.

Allies: None

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-4 Companions	5	4	4	4	3	2	5	2	9	104
Sheikh	4	4	5	3	3	2	5	2	8	82
Standard Bearer	4	4	3	3	4	2	4	2	8	104

All have a hand weapon, and may ride a horse (+9).

Companions of the Prophet and Sheikhs may have light armour (+2) or heavy armour (+3), short bow (+2) and thrusting spear (+2). May be *Riding Horses* or *Riding Camels* (+1).

Units led by a Companion of the Prophet may re-roll failed panic tests. One Companion may be upgraded to *Army General* (+50).

The Standard Bearer may have light armour (+2) or heavy armour (+3), and a shield (+1). May ride a horse (+9) or be *Riding Horses* or *Riding Camels* (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	3	3	3	3	1	3	1	7	29
Tribal Cavalry	8	3	3	3	3	1	3	1	6	21
Militia Cavalry	8	2	3	3	3	1	3	1	6	20
Camelry	6	3	3	3	3	1	3	1	6	16

Heavy Cavalry have a hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry*.

Tribal and Militia cavalry have a hand weapon, javelins and shield. *Light Cavalry*. *Feigned Flight*. May exchange javelins for short bow (free) or thrusting spear (+2).

Camelry have a hand weapon and javelins. Cause *Fear* in enemy cavalry. May have a throwing spear (+3) and shield (+1) or large shield (+2). May exchange javelins for short bow (free).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Religious Volunteers	5	3	3	3	3	1	3	1	7	9
Tribal Infantry	5	2	3	3	3	1	3	1	6	7
Militia	4	2	2	3	3	1	2	1	5	6

All have *Mixed Weapons* and shield. May exchange Mixed Weapons for throwing spear (free). May have large shield (+1) and be *Riding Camels* (+1). Every second Religious Volunteer unit may have light armour (+2). Religious Volunteer and Tribal Infantry units are subject to *Warband*, and may be *Stubborn* (+3).

Religious Volunteer and Tribal Infantry units may instead be deployed as *Skirmishers* (+2) in which case they may exchange *Mixed Weapons* for hand weapon and sling or short bow (-1) but may not take any other equipment. *Warband rule 3* ceases to apply.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal Skirmishers	5	2	3	3	3	1	3	1	7	8
Militia Skirmishers	4	2	3	3	3	1	3	1	6	7

Skirmishers have a hand weapon, buckler and either sling, javelins or short bow. *Skirmishers*. Tribal Skirmishers may have throwing spear (+3).

59. SLAV OR BULGAR

643 AD to 1014 AD

The Slavs migrated into the Balkans from the North West of the Black Sea in the sixth century AD, followed shortly by the Bulgars, a Steppe tribe. Both began looting Byzantine territory but were soon subjugated by a worse enemy- the Avars. Upon the break-up of Avar hegemony, the Bulgars took control of the Northern Balkans and many Slavic tribes continued to fight with them. The Bulgars were bitter enemies of the Byzantines and they and their mountainous terrain presented many problems to the

Empire. The Bulgars were finally defeated and (temporarily) subjected in 1014 AD. This list may be used to create both early and late period armies for both Slav tribes (such as the Serbs or Croats) and Bulgars.

ARMY COMPOSITION

Any units in the army may use the *Ambush* rule.

Early Slav (choose only from Slav entries)

Characters: up to 33%

Infantry: At least 33%

Cavalry: Up to 33% Only 1 unit of Slav Noble Cavalry may be taken.

Allies: None

One Voevodo may be upgraded to Army General (Ld9, +52 points) and one to Army Standard Bearer (+25 points).

Later Slav (choose only from Slav entries)

Characters: up to 33%

Infantry: At least 25%. Brigands may not be taken.

Cavalry: Up to 50%

Allies: None

One Voevodo may be upgraded to Army General (Ld9, +52 points) and one to Army Standard Bearer (+25 points).

Early Bulgar

Characters: up to 33%. Bulgar characters only.

Infantry: At least 25%. Up to 33% may be spent on Slav infantry.

Cavalry: Up to 100%. Up to 25% may be spent on Slav Cavalry, but Slav Noble cavalry may not be taken. If Bulgar Noble Cavalry is used, there must be at least two units of elite or other horse archers.

Allies: None

Later Bulgar

Characters: up to 33%. Bulgar characters only.

Infantry: At least 25% . Up to 33% may be spent on Slav warriors (but not brigands).

Cavalry: Up to 33%. Up to 25% may be spent on Slav Cavalry, but Slav Noble cavalry may not be taken.

Allies: None

In later Bulgar armies, warrior infantry are *Close Order*, *Warband rules 5 & 6 only* and cost 8 points. If armed with throwing spears, they may also have light armour (+2) and large shield (+1). Elite horse archers have light armour (+2).

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bulgar Khan	8	6	6	3	4	3	6	3	9	167

Has a hand weapon, light armour and buckler. *Army General*.

May have shield (+1), heavy armour (+1), thrusting spear (+2), javelins (+2) or composite bow (+4) and half-barding (+2)

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bulgar Tarkan	8	4	5	3	3	2	5	2	8	93
Slav Voevodo	5	4	4	3	3	2	5	2	8	82

Standard Bearer	8	4	4	3	3	2	4	2	8	115
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A Tarkan has a hand weapon, light armour and buckler. May have shield (+1), thrusting spear (+3), javelins (+2) or composite bow (+4), and half-barding (+2).

A Voevodo has a hand weapon, light armour and buckler. May have shield (+1), throwing or thrusting spear (+2), javelins (+2) or composite bow (+4). May ride a horse (+9).

A standard bearer has a hand weapon, light armour and buckler. May have shield (+1). *Army Standard Bearer*. May take half-barding (+2) if Bulgar.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Bulgar Nobles	8	4	4	3	3	1	4	1	8	36
Elite Bulgar Horse Archers	8	3	4	3	3	1	4	1	7	34
Bulgar Horse Archers	8	3	3	3	3	1	3	1	7	29
0-3 Slav Noble Cavalry	8	3	3	3	3	1	3	1	7	22
Slav cavalry	8	3	3	3	3	1	3	1	6	20

Bulgar Nobles have a hand weapon, light armour, buckler and composite bow. *Light Cavalry. Feigned Flight. Expert Horsemen*. May have shield (+1), half barding (+2).

Bulgar elite and other horse archers have a hand weapon, buckler and composite bow. *Nomad Cavalry*. There must be at least one unit of horse archers if there are any Bulgar noble cavalry in the army.

All Slav cavalry have a hand weapon, javelins and buckler. *Skirmishers. Feigned Flight*. May have shield (+1) and throwing spear (+3). Slav Nobles may have light armour (+2). There must be at least one unit of Slav cavalry if any Slav Noble cavalry are taken.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	5	10
Slav Brigands	5	2	2	3	3	1	3	1	4	7

All have *Mixed Weapons* and shield. *Light Infantry. Warband*.

Every second unit of warriors may replace *Mixed Weapons* with hand weapon and throwing spear (+1) or composite bow (free).

Two units of Slavs may replace *Mixed Weapons* with halberd (free) or two-handed axe (+1). Any Slav units opting to deploy as *Skirmishers* gain *Feigned Flight* (+3).

60. THEMATIC BYZANTINE

660 AD to 1042 AD

Probably under Heraclius around 660 AD, the Empire was divided into Themata (provinces), each of which provided its own armed forces through a system similar to feudalism, whereby soldiers gave military service in return for grants of land. Later, around 750 AD, this system was augmented by the

introduction of the *Tagmata*, a full-time professional force based around Constantinople. This system effectively mirrored the late Roman one of frontier and mobile field forces. During this period the Empire came under extreme pressure from both the Arabs and the Bulgars. Despite all odds, it held on and was often on the offensive. However success led to complacency and a need for money led to the introduction of payments in lieu of military service, and eventually the *themes* became incapable of providing sufficient troops, leading to the rising employment of mercenaries instead.

ARMY COMPOSITION

An army may be composed entirely of *Thematic* troops, or a combination of *thematic* or *tagmatic* troops. If any *tagmata* are used, a *tagmatic* general must be present.

Characters: Up to 25%

Infantry & Skirmishers: Up to 50% (Up to 66% before 867 AD)

Cavalry: At least 25%

Special Units: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Tagmatic General	8	6	6	4	4	3	6	3	9	169
0-1 Thematic General	8	5	5	3	4	3	6	2	9	160

Rides a horse. Has a hand weapon and light armour. *Army General*.

May have heavy armour (+1), shield (+1), composite bow (+4), thrusting spear (+3) and half-barding (+2) or barding (+4). May ride a warhorse (+7)

A *Tagmatic* general may be upgraded to Emperor (Ld10, +100 points).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	8	5	4	3	3	2	5	2	9	95
Themata	8	4	4	3	3	2	4	2	8	90
Standard Bearer	8	4	4	3	4	2	4	2	8	115

Rides a horse. Has hand weapon and light armour. The *Standard Bearer* may have heavy armour (+1), shield (+1), and half-barding (+2) or barding (+4). Other characters may have heavy armour (+1), shield (+1), composite bow (+4), thrusting spear (+3) and half-barding (+2) or barding (+4). All may ride a warhorse (+7).

Thematic officers may be fielded dismounted (-9) to lead infantry units.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	8	4	4	3	3	1	4	1	8	36
Elite Themata	8	4	4	3	3	1	3	1	7	33
Themata	8	3	3	3	3	1	3	1	7	29

Cavalry have hand weapon, light armour, thrusting spear and shield and are *Eastern Shock Cavalry*. They may have heavy armour (+1). and either half barding (+2) or barding (+4). May be *Drilled* (+2) and *Tagmata* and *Elite Themata* may be *Veteran* (+1).

Units may use *Combined Formation* with up to half their models exchanging thrusting spear for composite bow (-1 fr *Themata*, +1 for *tagmata* and *elite Themata*) and forming the rear ranks. Such models may not have heavy armour or barding.

Units may instead exchange thrusting spear for throwing spear (free) or javelins (-1, -2 for themata) and become *Light Cavalry* (free). Such units may not use Combined Formation. They may opt to drop their light armour (-2) if they wish.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Themata	4	4	3	3	3	1	3	1	7	14
Themata	4	3	3	3	3	1	3	1	7	12
Irregulars	4	2	2	3	3	1	2	1	6	6

All have hand weapon, thrusting spear and shield. *Shieldwall*. They may have large shield (+1) and darts (+1). Regular units may have light armour (+2). All may use *Combined Formation* with up to half the unit's figures exchanging thrusting spear and shield for composite bow (-1) and forming the rear ranks. Elite Themata may be drilled (+2).

Irregulars are *Levies*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Themata	4	3	4	3	3	1	3	1	7	12
Themata	4	3	3	3	3	1	3	1	6	8
Irregular Skirmishers	4	2	2	3	3	1	2	1	5	4

Hand weapon, sling or javelins and buckler. *Skirmishers*. Every second unit may replace sling or javelins with composite bow (+1, +3 for elites). Irregular skirmishers are *Levies*.

SPECIAL TROOPS

VARANGIAN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guardsmen	4	4	3	3	3	1	4	1	9	25

Has a hand weapon, light armour, thrusting spear and shield. *Stubborn*. *Fearsome*. *Shieldwall*. *Riding Horses*. May have heavy armour (+1), javelins (+1), and may exchange thrusting spear for two-handed axe (+1). Count as Tagmata troops.

Varangians advanced aggressively and their shieldwalls were by no means passive. A Varangian unit that has formed *Shieldwall* may advance up to its normal move distance and retain the benefit of the *Shieldwall*. It may also do so when it charges, so long as it does not move further than its normal move distance while doing so.

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	6	4	3	4	3	1	4	1	9	39

Has a hand weapon, heavy armour, shield and barded horse. *Shock Cavalry*. May be drilled (+2).

ALLIES

The army may have allies from the Steppe Nomads (Alans, Khazars or Pechenegs) and Rus lists.

61. CHRISTIAN SPANISH

711 AD to 1250 AD

After the Arab invasions, the Visigothic kingdom was reduced to a rump of statelets in the North of Spain. Against the odds, they survived and eventually thrived, fighting continually against each other and their Arab opponents and gradually regaining territory, a process which gained momentum after 1100 and

resulted in the reconquest of the majority of Spain by 1250. The list can be used to create early, middle (1040 to 1100) and late variants of the army.

ARMY COMPOSITION

Early (711-1039)

Characters: Up to 25%

Cavalry: Up to 50%. May not take Noble cavalry, heavy armour or military orders

Infantry: Up to 50%. May not take crossbows.

Allies & Mercenaries: Up to 25%

Middle (1040–1100)

Characters: Up to 25%. May ride warhorses (+16).

Cavalry: Up to 50%. May not take military orders.

Infantry: Up to 50%. May take only one unit of crossbowmen.

Allies & Mercenaries: Up to 25%

Late (1101-1250)

Characters: Up to 25%. May ride warhorses (+16) and may take barding (+4) and lance (+6).

Cavalry: Up to 50%. Noble cavalry may take barding (+4). Militia cavalry and Noble cavalry may have lance (+3).

Infantry: Up to 50%

Allies & Mercenaries: Up to 25%

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 King	4	6	5	4	4	3	6	3	9	159

The General has a hand weapon, light armour and shield. *Army General*.

May ride a horse (+9). May have heavy armour (+1), javelins (+2) and thrusting or throwing spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	4	4	4	2	5	2	8	89
Standard Bearer	4	4	3	3	4	2	4	2	8	107

A Captain has a hand weapon, light armour and shield. May ride a horse (+9) and have heavy armour (+1) and a thrusting or throwing spear (+3).

A standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May ride a horse (+9) and have heavy armour (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jinetes	8	3	3	3	3	1	3	1	7	22
Cavalry	8	4	4	3	3	1	4	1	8	33
Noble Cavalry	8	4	3	3	3	1	4	1	8	34
Militia Cavalry	8	3	3	3	3	1	3	1	7	22
Military Orders	7	4	3	3	3	1	4	1	9	38

Jinetes have a hand weapon and javelins. *Light Cavalry. Feigned Flight*.

May have shield (+1) and throwing spear (+3).

Cavalry have a hand weapon, light armour, javelins and shield. *Light Cavalry. Feigned Flight.* May have throwing spear (+1).

Noble Cavalry have a hand weapon, light armour, thrusting spear and shield. *First Charge.* May exchange thrusting spear for throwing spear (free) and have heavy armour (+1).

Militia Cavalry have a hand weapon, thrusting spear and shield. May exchange thrusting spear for throwing spear (free) and have light armour (+2).

Military Orders have a hand weapon, heavy armour, lance and shield. *First Charge.* May have barding (+4).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	4	4	4	3	3	1	4	1	8	18
Spearmen	4	3	3	3	3	1	3	1	7	12
Archers	4	3	3	3	3	1	3	1	7	10
Crossbowmen	4	3	3	3	3	1	3	1	7	14
Militia Crossbowmen	4	3	2	3	3	1	3	1	7	10
Skirmishers	4	2	3	3	3	1	3	1	5	6

Guards have a hand weapon, thrusting spear, javelins and shield. May have light armour (+2) and be *Stubborn* (+3).

Spearmen have a hand weapon, thrusting spear, javelins and shield. May be declared as Light Infantry (free) in which case may exchange thrusting spear for throwing spear (+1). If close order, may use *Combined Formation* by including up to 50% archers in the rear ranks.

Archers have a hand weapon and composite bow. *Light Infantry.* May have shield (+1).

Crossbowmen have a hand weapon, light armour and crossbow. *Light Infantry.* May have shields (+1). There may not be more units of crossbowmen than there are units of noble cavalry and military orders combined.

Militia Crossbowmen have a hand weapon and crossbow. *Light Infantry.* May have light armour (+2) and shield (+1). There may not be more units of militia crossbowmen than there are units of spearmen in the army.

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers.* May exchange javelins for short bow or sling (free) or have throwing spear (+3).

ALLIES & MERCENARIES

BASQUE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	5	3	4	3	3	1	3	1	6	14

Basques have a hand weapon and javelins. *Skirmishers. Feigned Flight.* May have shield (+1) and throwing spear (+3).

The army may have allies from the relevant period of the Al-Andalus and Granada list.

62. VIKINGS

750 AD to 1100 AD

Vikings- Scandinavian adventurers in search of loot or land- began to appear around the British Isles towards the end of the 8th Century. They terrorised coastal settlements and, in time, created settlements of their own, in Ireland, the Isles, Britain, France and what would become Russia. Most of these were eventually subsumed into the native culture, over which they held significant influence. Ironically the last Viking attacks on Britain were repulsed by the new Norman overlords- themselves descended from Viking settlers.

ARMY COMPOSITION

Characters: Up to 33%

Infantry: At least 50%

Special Troops and Allies: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	6	4	4	4	3	6	3	10	257
Jarl	4	5	4	4	4	3	6	3	9	155

Has a hand weapon, light armour and shield. *Army General*.

May have throwing spear (+2), composite bow (+4), javelins (+2) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1).

MINOR CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble (Hersir)	4	5	4	3	4	2	5	2	8	87
Berserker	4	4	3	4	4	1	5	2	8	23

A Noble has a hand weapon, light armour and shield.

May have throwing spear (+2), composite bow (+4), javelins (+2) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1). One Noble with no additional weapons may be upgraded to *Army Standard Bearer* (+25).

A Berserker has a hand weapon and shield. May have light armour (+2), throwing spear (+2), javelins (+1) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1).

Enemy models in base-to-base contact with a Berserker must fight against him. Up to three Berserkers may be included in a unit of Hirdmen.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hirdmen	4	4	3	3	3	1	4	1	8	20
Bondi	4	3	3	3	3	1	3	1	6	11

A hirdman has a hand weapon, light armour and shield. *Shieldwall*. *Fearsome*. *Different Weapons*. May have throwing or thrusting spear (+2) or two-handed axe (+3). May be *Veteran* (+1). May count as *Riding Horses* (+1).

Bondi have a hand weapon, throwing or thrusting spear and shield. *Shieldwall*. May exchange spear and shield for composite bow (-1) in which case they become *Light Infantry*. May count as *Riding Horses* (+1).

Viking infantry advanced aggressively and their shieldwalls were by no means passive. A Viking unit that has formed *Shieldwall* may advance up to its normal move distance and retain the benefit of the *Shieldwall*. It may also do so when it charges, so long as it does not move further than its normal move distance while doing so.

SPECIAL TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers (Thralls)	4	2	3	3	3	1	3	1	5	6

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers*.

May exchange javelins for sling (free) or composite bow (+2).

ALLIES

The army may have allies from the Later Irish or Later Saxon Kingdoms lists.

63. ARAB CALIPHATE

750 AD to 1055 AD

After the initial run of victories and expansion, the character of the armies of the Caliphate began to change. This was due initially to the increasing numbers of non-Arab troops recruited from the conquered areas. In time the Caliphs found it expedient to rely upon professional troops rather than tribal and religious volunteer forces. Initially these came in the form of "guard" regiments, but in a bid to avoid allowing them the kind of influence that had made the Praetorian Guard of Rome such a problem, they later turned to a different solution- the Ghulams, slave soldiers mainly drawn from converts or adherents of other religions.

The Abbasids seized power in 750. While they remained technically in power until 1055, a number of religious and social tensions beset the Caliphate and in later years its authority began to wane. Eventually there were rival Caliphs of other dynasties operating in parallel, the most successful being the Fatimids. By the mid 10th century, the original Caliphate was a mere figurehead, which fell, like its competitors in Asia, under the control of the Seljuk Turks.

This list can be used to field armies of the Abbasid and Fatimid Caliphates.

ARMY COMPOSITION

Abbasid Caliphate

Characters: Up to 25%

Ghulams: Up to 40%

Cavalry: Up to 50%

Infantry: Up to 75%. No Guards. May include up to 2 units of Religious Volunteers taken from the Arab Conquest list.

Special Troops: Up to 33%

Fatimid Caliphate

Characters: Up to 25%

Ghulams: Up to 33%

Cavalry and Infantry: Up to 66%. Up to 2 units of guards.

Special Troops: Only Naffatun

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Caliph	4	4	4	3	3	3	4	2	10	243
Amir	4	5	4	4	4	3	5	3	9	153

The General has a hand weapon and light armour. *Army General*.

May ride a horse (+9) or warhorse (+16), or be *Riding Horses* or *Riding Camels* (+1). May have heavy armour (+1), shield (+1), or composite bow (+4). An Amir may have a thrusting spear (+3). Mounted Generals may have half-barding (+2) or barding (+4).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sheikh	4	4	4	4	3	2	5	2	8	85
Standard Bearer	4	4	3	3	4	2	4	2	8	107

Sheikhs have a hand weapon, light armour and shield, and may ride a horse (+9) or warhorse (+16), or be *Riding Horses* or *Riding Camels* (+1). May have composite bow (+4) and thrusting spear (+3).

A Standard Bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May ride a horse (+9) or warhorse (+16), or be *Riding Horses* or *Riding Camels* (+1). Mounted characters may have half-barding (+2) or barding (+4).

GHULAMS

TURKISH GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Senior Ghulams	4	4	4	3	3	1	4	1	8	21
Ghulams	4	3	4	3	3	1	3	1	7	17

All have hand weapon, light armour, composite bow and shield.

May have thrusting spear (+3) and be *Riding Horses* or *Riding Camels* (+1). May ride a horse (+14), which may have half-barding (+2) or barding (+4). If mounted may have heavy armour (+1) and are *Eastern Shock Cavalry*.

Senior Ghulams must be led by the army general at all times.

OTHER GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armenian Ghulams	8	4	3	3	3	1	4	1	8	34
“Greek” Ghulams	8	3	3	3	3	1	3	1	7	29

All have a hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry*. Armenians may have heavy armour (+1). “Greeks” may use a *Combined Formation* where up to half the figures in the unit exchange thrusting spear for composite bow (-1) and form the rear ranks.

DAYLAMI INFANTRY (COUNT AS GHULAMS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Infantry	5	3	3	3	3	1	4	1	8	12

Have a hand weapon, throwing or thrusting spear and shield. *Shieldwall*. *Warband*.

May have light armour (+2) and be *Riding Camels* (+1). May be *Stubborn* (+3).

Troops without armour may be designated Light Infantry (+3, if armed with throwing spear +4).

May instead be fielded as *Light Infantry* with composite bow instead of spear (+3). May not then take light armour.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	3	3	3	3	1	3	1	7	29
Tribal Cavalry	8	3	3	3	3	1	3	1	6	21
Camelry	6	3	3	3	3	1	3	1	6	16
Abbasiya	8	3	4	3	3	1	3	1	7	27

Heavy Cavalry have a hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry*.

Tribal cavalry have a hand weapon, javelins and shield. *Light Cavalry*. *Feigned Flight*. May exchange javelins for short bow (free) or thrusting spear (+2).

Camelry have a hand weapon and javelins. Cause *Fear* in enemy cavalry. May have a throwing spear (+3) and shield (+1) or large shield (+2). May exchange javelins for short bow (free).

Abbasiya have a hand weapon, shield and bow. May have light armour (+2) and thrusting spear (+3). *Light Cavalry*. *Parthian Shot*. May not be used by Umayyad armies.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Abid' or Guards	4	3	3	3	3	1	3	1	8	12
Arab or Berber Infantry	5	3	3	3	3	1	3	1	7	11
Militia	4	2	2	3	3	1	2	1	6	7

All have thrusting spear and shield. May have large shield (+1) and be *Riding Camels* (+1). Abid' or Guards may have light armour (+2) and be *Stubborn* (+3). You may have up to one Abid' or Guards unit per every two other infantry units.

All may use a *Combined Formation* where up to half the figures in the unit exchange thrusting spear for composite bow (free) and form the rear ranks.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia Skirmishers	4	2	3	3	3	1	3	1	5	6

Skirmishers have a hand weapon, buckler and either sling, javelins or short bow. *Skirmishers*. All may be *Riding Camels* (+1).

SPECIAL UNITS

KHURASAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	4	3	3	1	3	1	7	26

Khurasan Cavalry have a hand weapon, light armour and composite bow. May have heavy armour (+1), a throwing spear (+3) and shield (+1) and half-barding (+2) or barding (+4).

TURCOMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	4	3	3	1	3	1	6	31

Turcomen have a hand weapon and composite bow. *Skirmishers*. *Nomad Cavalry*. May have a throwing spear (+3), javelins (+1) and shield (+1).

NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Naffatun	5	2	3	3	3	1	3	1	6	11

Naffatun have a hand weapon, shield and incendiary "bombs". *Skirmishers*. Treat their bombs as javelins with S4 that (no armour save). Any unit that suffers at least one casualty from a one of these incendiary bombs must take a Panic test even if it did not suffer 25% casualties. Naffatun units are made up of between 3 and 5 models.

64. RUS

750 AD to 1250 AD

The Rus were a largely Slavic people, with strong cultural influences from the Magyars and Khazars, and from the Scandinavian explorers, traders and settlers who migrated along the huge river network of Eastern Europe. A number of independent city states grew up and competed for influence, the strongest nominally ruling all the others. The main contenders in this often war-wracked conflict were Kiev and Novgorod. The early Rus armies were Scandinavian in character although over time the influence of the nomads grew and this, together with the vast distances to be travelled, led to a gradual increase in the

importance of cavalry. The list may be used to construct early, pagan rus (up to 950) and the newly Christianised Rus.

ARMY COMPOSITION

The Pagan Rus

Characters: Up to 25%

Cavalry: None

Infantry: At least 25%. At least one unit of Varjasi must be taken.

Mercenaries: Up to 25%

Allies: Up to 25%

No unit or character may take heavy armour.

Christianised Rus

Characters: Up to 25% May not take Berserkers.

Cavalry: At least 25%.

Infantry: Up to 50%

Mercenaries: up to 33%

Allies: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Warlord	4	6	5	4	4	3	6	3	9	159

The General has a hand weapon, light armour and shield. *Army General*.

May have throwing spear or thrusting spear (+2), javelins (+2) and if dismounted either halberd (+2) or two handed-weapon (+3). May ride a horse (+9) and if so, may have heavy armour (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	5	4	4	4	2	5	2	8	89
Berserker	4	4	3	4	4	2	4	2	8	32
Standard Bearer	4	4	3	3	4	2	4	2	8	107

Nobles have a hand weapon, light armour and shield. May have throwing spear or thrusting spear (+2), javelins (+2) and if dismounted either halberd (+2) or two handed-weapon (+3). May ride a horse (+9) and if so, may have heavy armour (+1).

A Berserker has a hand weapon and shield. May have light armour (+2), throwing spear (+2), javelins (+1) or two-handed axe (+3). Enemy models in base-to-base contact with a Berserker must fight against him. Up to three Berserkers may be included in a unit of Varjasi.

A standard bearer has a hand weapon, light armour and shield. May have heavy armour (+1) and ride a horse (+9). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Druzhina	8	4	3	3	3	1	4	1	8	29

Hand weapon, thrusting spear, light armour and shield.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varjasi	4	4	3	3	3	1	4	1	8	18
Militia	4	3	3	3	3	1	3	1	7	10
Tribal Warriors	5	3	3	3	3	1	3	1	5	5

Levies	4	2	2	3	3	1	2	1	5	2
Skirmishers	5	2	3	3	3	1	3	1	5	7

Varjazi have a hand weapon, light armour and shield. May be Riding Horses (+1) and may have a throwing or thrusting spear (+2), halberd (+2) or two-handed weapon (+3) and javelins (+1). *Fearsome. Different Weapons. Shieldwall.*

Militia have a hand weapon, and shield. May have light armour (+2), a thrusting spear (+2) and Javelins (+1). *Shieldwall.*

Tribal warriors have Mixed Weapons and shield. Any Tribal warrior unit may be designated as *Light Infantry* (+2). *Warband. Levies.*

Levies have improvised weapons (farm implements) and a shield. May have a thrusting spear (+2). *Levies.*

Skirmishers have a hand weapon and composite bow. May exchange composite bow for javelins and shield (free). There must be at least as many formed Militia models in the army as there are Skirmishers. *Skirmishers.*

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Steppe Archers	8	3	4	3	3	1	3	1	7	33

Steppe Archers have hand weapon and composite bow. They may have light armour (+2), throwing spear (+3) and shield (+1). *Light Cavalry. Nomad Cavalry. Unreliable.*

ALLIES

Pagan Rus may take allies from the Viking and Early Slavs lists.

Christianised Rus may take allies from the Thematic Byzantines list.

65. AL-ANDALUS AND GRANADA

755 AD to 1492 AD

Al-Andalus, “the Land of the Vandals”, was conquered by the Arabs from the Visigoths in the early 8th century, leaving only small parts of the North of Spain in Christian hands. It grew to become one of the richest and most cultured parts of Europe and spent the next seven centuries in conflict with the Christian North, gradually losing ground until finally defeated in 1492. The list can be used to create armies from three periods; Early, when the region was mostly united under the Caliphate of Cordoba; Middle, when split into competing petty kingdoms; and late, when only the state of Granada continued to resist.

ARMY COMPOSITION

Al Andalus (755 AD-1008 AD)

Characters: Up to 25%. Cannot take a Christian captain as Army General.

Cavalry: Up to 50%. May not take lancers or crossbowmen. At least half the cavalry must be Jinetes.

Infantry: Up to 50%. May not take crossbowmen.

Allies: Up to 33%. From either Berber or Christian Spanish lists, but not both.

The Taifa Kingdoms (1009-1110 AD)

Characters: Up to 25%. May have warhorse (+16).

Cavalry: Up to 50%. May not take lancers or crossbowmen. At least half the cavalry must be Jinetes.

Infantry: Up to 50%. May take only one unit of crossbowmen.

Allies: Up to 50%

The Nasrid Kingdom of Granada (1110 AD-1492 AD)

Characters: Up to 25%. May have warhorse (+16), heavy armour (+1) and lance (+6).

Cavalry: Up to 50%. Jinetes may have light armour (+2). May not take Nobles.

Infantry: Up to 50%

Allies: Up to 50%

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Caliph	4	4	4	3	3	3	4	3	9	146

The General has a hand weapon and light armour. *Army General*.

May ride a horse (+9) and may have shield (+1), javelins (+2), or throwing spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amir	4	4	4	4	4	2	5	2	8	87
Christian Captain	4	5	4	4	4	2	5	2	8	89
Standard Bearer	4	4	3	3	4	2	4	2	8	104

All have a hand weapon, light armour and shield, and may ride a horse (+9).

Amirs may have throwing spear (+3), heavy armour (+1) and javelins (+2). May have a large shield (+1) if on foot.

Christian Captains may have heavy armour (+1), javelins (+2) and thrusting spear (+3).

A single Amir or Christian Captain may be upgraded to *Army General* (+50).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jinetes	8	3	3	3	3	1	3	1	7	22
Noble Cavalry	8	4	4	3	3	1	4	1	8	33
Lancers	8	4	3	3	3	1	4	1	8	29
Crossbowmen	8	3	3	3	3	1	3	1	6	21

Jinetes have a hand weapon and javelins. *Light Cavalry. Feigned Flight*. May have a throwing spear (+3) and shield (+1). Up to half of Jinete units may have composite bow (+4), in which case they are *Expert Horsemen* but may not take throwing spears.

Nobles have a hand weapon, light armour, javelins and shield. *Light Cavalry. Feigned Flight*. May have throwing spear (+3).

Lancers have a hand weapon, light armour, throwing or thrusting spear and shield. May take lance (+3) and have heavy armour (+1).

Crossbowmen have a hand weapon and light crossbow. *Light Cavalry. Feigned Flight*.

All Andalusian cavalry other than lancers may change from skirmish to open order formation or from open order to skirmish using a Reform move.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	2	3	3	3	1	3	1	6	9
Archers	4	2	3	3	3	1	2	1	6	7
Crossbowmen	4	2	2	3	3	1	3	1	6	9
Skirmishers	4	2	3	3	3	1	2	1	5	5

Spearmen have a hand weapon, thrusting spear and shield. May have light armour (+2) and javelins (+1). May use *Combined Formation* by including up to 50% archers in the rear ranks.

Archers have a hand weapon and composite bow. *Light Infantry*. May have light armour (+2) or shield (+1).

Crossbowmen have a hand weapon and crossbow. *Light Infantry*. May have light armour (+2) or shield (+1).

Skirmishers have a hand weapon and javelins. *Skirmishers*. May exchange javelins for sling or short bow (free) or have throwing spear (+3).

ALLIES

Al Andalus and Taifa Kingdoms armies may take allies from the North African Berber or Christian Spanish lists.

Nasrid Kingdom armies may take allies from the Medieval Spain army list.

66. CAROLINGIAN

768AD to 814 AD

Charlemagne King of the Franks and the Lombards became Emperor of the Romans in 800AD. During his reign, the Carolingian dynasty would rule over Western Europe (the 'Carolingian Renaissance') and conquer parts of Spain, Saxony and Bavaria and was constantly at war with the Slavs and the Avars. Despite popular beliefs, the success of the Carolingian army under Charlemagne had nothing to do with a 'cavalry revolution' but owed its success to a pragmatic organisation and excellent logistics.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: At least 33%

Vassals: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	2	5	2	9	149

Rides a horse and has a hand weapon, heavy armour and shield. *Army General*. May have a throwing or thrusting spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	8	5	3	4	4	2	5	2	8	97
0-1 Imperial Standard	8	4	3	4	3	2	5	2	8	118

The Commander rides a horse and has a hand weapon, heavy armour and shield. May have a throwing or thrusting spear (+3).

The Imperial Standard bearer rides a horse and has a hand weapon, heavy armour and shield. *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Imperial Household	8	4	3	3	3	1	4	1	8	37
Heavy Cavalry	8	4	3	3	3	1	4	1	8	34
Dismounted Cavalry	4	4	3	3	3	1	4	1	8	17
Light Cavalry	8	2	3	3	3	1	3	1	6	20

Imperial household have a hand weapon, heavy armour, throwing or thrusting spear and shield. *Drilled. First Charge*.

Heavy Cavalry have a hand weapon, light armour, throwing spears and shield. *First Charge*. They may have heavy armour (+1)

Dismounted Cavalry have a hand weapon, light armour, thrusting spear and shield. They may have heavy armour (+1). Units of dismounted cavalry may use *Combined Formation* where up to 50% of figures exchange thrusting spear and shield for composite bow (-1) and form the rear rank..

Light Cavalry have a hand weapon, javelins, throwing spear and shield. *Light Cavalry*. May exchange javelins, throwing spear and shield for composite bow (-3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Footsoldier	4	3	3	3	3	1	3	1	6	11

Footsoldiers have a hand weapon, thrusting spear and shield. *Shieldwall*. May exchange thrusting spear and shield for composite bow (-2) in which case may not form *Shieldwall*.

The number of models equipped with bows may not outnumber the number of models equipped with thrusting spears.

If equipped with bows, footsoldiers are *Light Infantry*.

VASSALS

You may have up to one Vassal unit per unit of Cavalry or Infantry above. All Vassals are *Unreliable*.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gascon or Basque Javelinmen	5	2	4	3	3	1	3	1	5	11
Breton Cavalry	8	4	3	3	3	1	4	1	7	29
Light Cavalry	8	2	4	3	3	1	3	1	6	23

Gascon or Basque javelinmen have improvised weapons and javelins. *Skirmishers*. *Feigned Flight*. They may have shields (+1)

Breton Cavalry have a hand weapon, javelins, throwing spear and shield. *Feigned Flight*. They may have light armour (+2).

Light Cavalry have a hand weapon, javelins and shield. *Light Cavalry*. *Feigned Flight*. They may have throwing spear (+3).

67. JAPANESE

794 AD to 1500 AD

At the start of this period, armies were small forces led by warlords and their retainers, the progenitors of the Bushi, fought mounted. During the period armies grew in size, and weaponry began to change; by the later 15th century the Bushi increasingly fought on foot. The Japanese gradually took control of all the Japanese Islands, meddled in Korea and defeated a Mongol invasion; despite this, the most common opponent for a Japanese army would be another Japanese army. The list can be used to create early, middle and late variants.

ARMY COMPOSITION

Japanese armies do not have an army standard or unit standards. Instead, formed units led by the Army General or a Lord may add +1 Combat Resolution bonus and may re-roll a failed Break Test.

Early Army 794-1040

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: Up to 50%

Allies: Up to 25%: Korean List

Middle Army 1041-1391

Characters: Up to 25%: May have thrusting spear (+2)

Cavalry: Up to 50%

Infantry: Up to 75%

Allies: Up to 25%: Warrior Monks

Late Army 1392 –1500

Characters: Up to 25%: May have thrusting spear or halberd (+2)

Cavalry: Up to 25%

Infantry: Up to 100%

Allies: Up to 20%: Warrior Monks

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	6	6	4	4	3	6	3	9	173
Warlord	8	5	5	4	4	3	5	2	10	259

Hand weapon, light armour and composite bow. *Army General*. May have heavy armour (+1). May fight dismounted (-9).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lord	8	5	5	4	3	2	5	2	8	101

Hand weapon, light armour and composite bow. May have heavy armour (+1). May fight dismounted (-9).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bushi	8	4	4	3	3	1	4	1	8	33
Emishi (E)	8	3	3	3	3	1	3	1	6	20

Bushi have a hand weapon, light armour and composite bow. *Light Cavalry. Expert Horsemen*. May have heavy armour (+1). In Middle and late armies, may have thrusting spear (+3), and in late armies may have halberd (+2). May be *Veteran* (+1).

Emishi have a hand weapon, light armour and composite bow. *Skirmishers*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bushi (M, L)	5	4	4	3	3	1	4	1	8	18
Archers (E)	4	3	3	3	3	1	3	1	6	9
Emishi (E)	4	2	3	3	3	1	3	1	5	7
Retainers (M,L)	5	3	3	3	3	1	3	1	7	10

Bushi have a hand weapon, light armour and composite bow. *Open Order*. May have heavy armour (+1) and thrusting spear (+2) or halberd (+2). May be *Stubborn* (+3) and *Veteran* (+1).

Archers have a hand weapon and composite bow. They form a *Combined Formation* in which the front rank has pavises (+2).

Emishi have a hand weapon and composite bow.

Retainers have a hand weapon, and composite bow or thrusting spear or halberd. *Open Order*. May have light armour (+2). In late armies, Units may exchange thrusting spear for pike (+1) representing troops armed with yari. These units are *Close Order*.

ALLIED WARRIOR MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trained Monks	5	4	3	3	3	1	4	1	8	14
Other Monks	5	3	3	3	3	1	3	1	6	9

Monks have a hand weapon and thrusting spear. *Open Order*. Trained Monks may have light armour (+2). May exchange spear for halberd (free). In late armies, Units may exchange spear for pike (+1) representing troops armed with yari. These units are *Close Order*. Monk unit leaders cost 20 points

instead of the usual 5. They allow their units to add +1 Combat Resolution bonus and to re-roll a failed Break Test.

68. LATER SAXON KINGDOMS

800 AD to 1100 AD

The later Saxon armies fought mainly on foot in a shieldwall, having relatively few missile troops and usually relegating the horse to a mode of transport to the battlefield. The kingdoms were well organised and wealthy, and could produce a levy of decently armed and competent troops, the Fyrd, which would form up with their social betters, the Thegns, to the fore.

From 800 AD England was beset by both raiding and invading forces of Vikings, which were largely successful; despite a spirited fight back by Wessex under Alfred the Great, the Northern half of the country fell under Scandinavian rule. In the ninth century all this ground was retaken, only for the entire country to be conquered by Swein Forkbeard and his son Cnut between 992 and 1016. Scandinavian rule lasted until 1042 and resulted in changes to the composition of the army, with a reduction in the enthusiasm of the Fyrd and the introduction of a core of fully professional warriors, the huscarls. The two-handed axe became popular with these troops, in contrast to the traditional Saxon reliance on the spear.

ARMY COMPOSITION

Characters: Up to 33%, reduced to 25% if the army includes huscarls.

Infantry: At least 50%

Special Troops: Up to 25%

All spear-armed troops in the army should be armed with the same type of spear.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King or Eorl	4	6	3	4	4	3	6	3	9	155

Has a hand weapon, light armour and shield. *Army General*.

May have heavy armour (+1), throwing or thrusting spear (+2), javelins (+1) or two-handed axe (+3).

May ride a horse (+9), or count as *Riding Horses* (+1).

Thegns and Fyrd ignore *Warband rule 1* while within 12" of the army general.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ealdorman	4	4	3	3	4	2	5	2	8	83

An Ealdorman has a hand weapon, light armour and shield.

May have heavy armour (+1), throwing or thrusting spear (+2), javelins (+1) or two-handed axe (+3).

May ride a horse (+9), or count as *Riding Horses* (+1). One Ealdorman with no additional weapons may be upgraded to *Army Standard Bearer* (+25).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarls	4	4	3	3	3	1	4	1	9	20
Thegns	4	4	3	3	3	1	4	1	5	9
Fyrd	4	3	3	3	3	1	3	1	5	8

A huscarl has a hand weapon, light armour and shield. *Shieldwall. Stubborn.* May have heavy armour (+1), thrusting spear (+2), two-handed axe (+3) and javelins (+1). May be *Veteran* (+1). If any huscarls are used, Thegns and Fyrd cost +2 points and are no longer *Warband*.

A Thegn has a hand weapon and shield. *Shieldwall. Warband.* May have throwing or thrusting spear (+2), light armour (+2) and javelins (+1). May be *Veteran* (+1).

In armies that do not contain huscarls, thegns may fight mounted (+12), becoming Ld7 and losing *Warband* and *Shieldwall*.

Fyrd have a hand weapon, throwing or thrusting spear and shield. *Shieldwall. Warband.* May throw rocks (+1).

Saxon Combined Units

Thegn units can be split up to create *Combined Units* with Fyrd. They may form up to 66% of such units.

Saxon infantry often advanced aggressively and their shieldwalls were by no means passive. A Saxon unit that has formed *Shieldwall* may advance up to its normal move distance and retain the benefit of the *Shieldwall*. It may also do so when it charges, so long as it does not move further than its normal move distance while doing so.

SPECIAL TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Vikings	4	4	3	3	3	1	4	1	8	14
Skirmishers	4	2	3	3	3	1	3	1	5	6

Vikings have a hand weapon and shield. *Close or Open Order. Shieldwall. Different weapons.*

May have light armour (+2), throwing spear (+2), javelins (+1) or two-handed axe (+3).

Skirmishers have a hand weapon and javelins. *Skirmishers.*

May exchange javelins for sling (free) or composite bow (+1) but there must be fewer skirmishers armed with composite bow than those armed with javelins and sling combined.

69. LATER IRISH

830 AD to 1500 AD

This list covers the Irish armies and their insular enemies from the Norman invasion and the establishment of their colony up to the end of the middle ages. During this period, Eastern Ireland was always partially occupied by foreigners, first the Vikings around Dublin and Waterford and later the Anglo-Normans who established their colony in the area known as the Pale. Division between the patchwork of kingdoms and endemic internecine wars prevented any sense of national identity from arising, which could have expelled the invaders.

ARMY COMPOSITION

Irish Kingdoms

Characters: up to 25%

Cavalry: Up to 25%

Infantry: At least 50%

Mercenaries: Up to 33%

This army may not include any Feudal characters, Knights or Archers. Every second Irish Cavalry unit may be upgraded to Nobles (+5). Nobles have BS4 and *Feigned Flight*.

Any Kern unit may have the *Ambush* special rule (+20 per unit).

Anglo-Irish

Characters: up to 25%

Cavalry: At least 25%

Infantry: Up to 50%

Mercenaries: Up to 20%

Allies: Up to 33%

May not be led by an Irish King. Irish chieftains may only lead Irish kerns or Irish cavalry units. Any Irish Cavalry unit may be upgraded to Anglo-Irish Lancers (+4). The equipment is exchanged for hand weapon, thrusting spear, light armour and shield. They are *Open Order*, not *Light Cavalry*.

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish King	5	6	6	4	4	3	6	3	7	160
Feudal General	8	6	3	4	4	3	6	2	9	169

The Irish King has a hand weapon, light armour, thrusting or throwing spear, javelins and buckler. *Army General. Warband.* May ride a horse (+11). In that case he becomes Ld8 but is no longer *Warband*.

The Feudal General is mounted on a warhorse, has a hand weapon, a shield and heavy armour. He may have a lance (+6). *Army General.*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish Chieftain	5	5	5	4	3	2	5	2	6	88
Feudal Captain	8	5	3	4	3	2	5	2	8	102
Standard Bearer	5	4	3	3	4	2	4	2	5	102

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and buckler. *Warband.* May ride a horse (+11) and in that case he becomes Ld8 but is no longer *Warband*.

The Feudal Captain is mounted on a warhorse, has a hand weapon, a shield and heavy armour. He may have a lance (+6).

An Army Standard Bearer has a hand weapon, light armour and shield. *Army Standard Bearer.* An Irish Standard bearer may ride a horse (+12) in which case he becomes Ld7. A Feudal Standard Bearer may ride a warhorse (+21) in which case he becomes Ld 8. He may have heavy armour (+1)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish Cavalry	8	3	3	3	3	1	3	1	6	18
0-1 Knights	8	4	3	3	3	1	4	1	8	48

Irish Cavalry have *Mixed Weapons* and buckler. *Light Cavalry*

Knights have hand weapon, lance, heavy armour and shield. They ride warhorses.

Shock Cavalry. Ferocious Charge.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Warriors	5	4	3	3	3	1	4	1	6	16
Kerns	5	3	3	3	3	1	3	1	5	9
Archers	4	2	3	3	3	1	3	1	6	9
Skirmishers	5	2	3	3	3	1	3	1	5	6
Rising Out	4	1	2	3	3	1	2	1	3	1

Noble Warriors have hand weapon, light armour, throwing spear and shield. *Warband. Open Order.* They may exchange throwing spear for double handed weapon (+1).

Kerns have hand weapon and *Mixed Weapons* (they count as equipped with buckers not shields as described in the *Mixed Weapons* special rule). *Light Infantry. Warband.* They may exchange their *Mixed Weapons* for double-handed weapon (+1).

Archers have hand weapon and longbow. *Open Order.* They may have light armour (+2).

Skirmishers have improvised weapon and javelins. *Skirmishers.* May have buckler (free) and may exchange javelins for sling (free).

Rising Out have improvised weapons and stones. *Levies.* They may not have a Standard or Musician.

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	4	1	7	18

Galloglaich have hand weapon, double handed weapon and heavy armour. *Veteran.* May exchange double handed weapon for thrusting spear and shield (+1) in which case may form *Shieldwall*. May be *Stubborn* (+3). Note that the Galloglaichs are not *Unreliable*.

ALLIES

An Anglo-Irish army may take Irish allies from the Irish Kingdoms list.

An Irish Kingdoms army may have allies from the Medieval Scots list.

An early Irish Kingdoms army without galloglaich may have allies from the Viking list.

70. NORMAN AND BRETON

911 AD to 1189 AD

This list runs from the granting of the Duchy of Normandy to Hrolf to the loss of Sicily by its Italo-Norman rulers. While the Bretons retained a traditional fighting style, skirmishing with javelins and only charging a weakened enemy, the Normans preferred a more direct approach. This was strengthened when they adopted the lance, somewhere between 1018 and 1041, although the change over was not universally adopted until around 1080. The nature of the feudal system restricted the size of native armies, and large forces would inevitably include a significant number of mercenaries.

ARMY COMPOSITION

Norman

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 50%

Bretons may not outnumber Normans. Bretons are *Unreliable*.

Bretons

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 50%

Normans may not outnumber Bretons. Normans are *Unreliable*.

Italo-Normans

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 50%

Sicilians: At least 25%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King or Duke	8	6	4	4	4	3	6	3	9	166

Has a hand weapon, light armour and shield. *Army General*.

May have javelins (+2), throwing or thrusting spear (+3), or lance (+6). May have heavy armour (+1), and may be mounted on a warhorse (+7).

MINOR CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	5	4	3	4	2	5	2	8	96
Standard Bearer	8	4	3	3	4	2	4	2	8	109

A Noble has a hand weapon, light armour and shield. May have javelins (+2), throwing or thrusting spear (+3), or lance (+6). May have heavy armour (+1), and may be mounted on a warhorse (+7).

A Standard Bearer has a hand weapon, light armour and shield. May have heavy armour (+1), and may be mounted on a warhorse (+7).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Norman Knight	8	4	3	3	3	1	4	1	8	37
Norman Retainer	8	3	3	3	3	1	3	1	7	20
Breton Knight	8	4	4	3	3	1	4	1	8	34
Breton Retainer	8	3	3	3	3	1	3	1	7	23

A Norman knight has a hand weapon, light armour, thrusting spear and shield. *Shock Cavalry. First Charge*. May have heavy armour (+1) and lance (+3). May be mounted on a warhorse (+7).

A Norman retainer has a hand weapon, javelins and shield. *Light Cavalry*. May exchange javelins for thrusting spear (+2).

A Breton knight has a hand weapon, light armour, throwing spear and shield. *Light Cavalry. Feigned Flight*. May have heavy armour (+1) and javelins (+2). May be mounted on a warhorse (+7).

A Breton retainer has a hand weapon, javelins and shield. *Light Cavalry. Feigned Flight*. May exchange javelins for throwing spear (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knights	4	4	3	3	3	1	4	1	8	15
Retainers	4	3	3	3	3	1	3	1	6	8
Skirmishers	4	2	3	3	3	1	3	1	5	6

Knights have a hand weapon, light armour and shield. May have heavy armour (+1), a throwing or thrusting spear (+2), javelins (+1) or a two-handed weapon (+3).

Retainers have a hand weapon and shield. May have thrusting spear (+2), or exchange shield for composite bow (+1) or crossbow (+3). Composite bow- and crossbow-armed retainers are *Light Infantry*. There may not be more light infantry armed with crossbows than composite bows.

Breton retainers have throwing spear (+3) and are *Light Infantry*.

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers*. May exchange javelins and buckler for sling (free) or composite bow (+1).

Note: Points for dismounted knights are taken from the Cavalry points allocation.

SICILIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Saracen Infantry	4	3	3	3	3	1	3	1	6	8
Saracen Archer	4	3	3	3	3	1	3	1	6	9
Saracen Cavalry	8	3	3	3	3	1	3	1	7	26
Saracen Lancers	8	4	3	3	3	1	4	1	7	30
Sicilian Greeks	5	3	3	3	3	1	3	1	7	12

Saracen Infantry have a hand weapon and shield. *Open Order*. They may have throwing spears (+2) and light armour (+2).

Saracen Archers have a hand weapon and composite bow. *Light Infantry*.

Saracen Cavalry have a hand weapon, throwing spear, javelins and shield. *Light Cavalry*. *Feigned Flight*. They may have light armour (+2).

Saracen Lancers have a hand weapon, light armour, thrusting spear and shield. *Shock Cavalry*. They may have heavy armour (+1).

Sicilian Greeks have throwing spears, javelins and shields. *Open Order*.

71. SELJUK TURKS

950 AD to 1230 AD

The Seljuk Turks originated on the steppe north of the Aral Sea. In the 10th century they migrated via Khwarezm into Khurasan (Southern Iraq) and became a nuisance in the area. Ghaznavid attempts to deal with their raiding led to the battle of Dandanaqan in 1040 in which the Seljuks defeated the Ghaznavids and subsequently took control of much of Iraq. They captured Baghdad in 1055 and the Caliph appointed their Beg second in command of the Caliphate (by now in reality no more than a cipher) with the title of Sultan. The Seljuks went on to control most of the Ghaznavid Empire, and expanded into Anatolia after defeating the Byzantines at Manzikert in 1071. However in 1092 their empire split into factions following a succession dispute, and this weakened it so that it lost territory to both the Fatimids and the Crusaders, and to various revolts and secessions, such as that of Khwarezm. By 1153 the Empire had been replaced by a patchwork of independent emirates, which fell in turn to the Khwarezmian Empire and then to the Mongols.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 20%

Elephants: Up to 1

Allies: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Beg or Sultan	8	6	6	4	4	3	5	3	9	173

The General rides a horse and has a hand weapon, light armour, composite bow and shield. *Army General*. May have heavy armour (+1), thrusting spear (+3) and cloth barding (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Emir	8	4	5	4	3	2	5	2	8	96
Standard Bearer	8	4	3	3	4	2	4	2	8	116

All ride a horse and have a hand weapon, light armour and shield. Emirs may have composite bow, (+4), thrusting spear (+3), heavy armour (+1) and cloth barding (+3). The Standard Bearer may have heavy armour (+1) and cloth barding (+3). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-3 Household Cavalry	8	4	4	3	3	1	4	1	8	36
Turcoman Cavalry	8	3	3	3	3	1	4	1	7	30

Household Cavalry have a hand weapon, light armour, composite bow and shield. *Shock Cavalry. Veteran*. May have heavy armour (+1), thrusting spear (+3) and cloth barding (+3). They may be *Stubborn* (+3). Household cavalry models may not outnumber Turcoman cavalry models.

Turcoman cavalry have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry*. May have shield (+1) and throwing spear (+3) and cloth barding (+3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turcoman Foot	5	3	3	3	3	1	3	1	7	11

Turcoman foot have a hand weapon, composite bow and shield. *Light Infantry*. May exchange composite bow for javelins (-1) or throwing spear (+1).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Elephant	6	4		7	6	6	3	4	4	180
Mahout		2		3	3	1	3	1	7	
Crew		3	3	3	3	1	3	1	7	

Mahouts have light armour. The 2 crew have a hand weapon, light armour, composite bow or javelins and shield. They fight from a howdah, adding +2 to their armour save. An additional crewman can be purchased (+14). The elephant may have barding (+8).

ALLIES

The army may take allies from the Arab Caliphate (Abbasid) list including up to 2 units of Daylami.

72. GHAZNAVID 960 AD to 1186 AD

Centred on the city of Ghazni in Afghanistan, the Ghaznavid Empire was founded by a Ghulam general who seceded from the control of the Iranian Samanid Sultanate, one of the regimes existing during the weakened state of the later Caliphate. The Empire expanded vigorously, especially under Shah Mahmud, and came to encompass much of Iran, Afghanistan, Pakistan, Northern India and swathes of central Asia to the Oxus river. However the Empire came into conflict with the Seljuks and lost its western territories to them in 1040. Further territorial losses saw the capital relocated to Lahore (modern Pakistan) until it was taken by the Ghurids, an Iranian dynasty.

The Ghaznavid army came to include large contingents of subject people and Shah Mahmud was particularly impressed by his Indian troops.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 25%

Special Troops: Up to 50%. Up to 1 artillery piece per 1200 points.

Elephants: Up to 1 per 600 points

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Shah	4	6	6	4	4	3	5	3	9	164

The General has a hand weapon, light armour, composite bow and shield. *Army General*. May ride a horse (+9) which may have cloth barding (+3). May instead ride on an elephant purchased from the list below. May have heavy armour (+1) and thrusting spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amir	8	4	5	4	3	2	5	2	8	96
Standard Bearer	8	4	3	3	4	2	4	2	8	116

All ride a horse and have a hand weapon, light armour and shield. Amirs may have composite bow (+4), thrusting spear (+3), heavy armour (+1) and cloth barding (+3). The Standard Bearer may have heavy armour (+1) and cloth barding (+3). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard Ghulams	8	4	4	3	3	1	4	1	9	35
Ghulams	8	4	3	3	3	1	3	1	8	27
Turks	8	3	4	3	3	1	3	1	7	33

Guards and Ghulams have a hand weapon, light armour, composite bow and shield.

Guard Ghulams may have heavy armour (+1), thrusting spear (+3) and cloth barding (+3). They are *Veteran* and may be *Drilled* (+2) and *Stubborn* (+3).

Ghulams may have heavy armour (+1), thrusting spear (+3) and cloth barding (+3). They may be *Drilled* (+2) and *Veteran* (+1).

Turks have a hand weapon and composite bow. *Skirmishers*. *Nomad Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	3	3	3	1	3	1	7	13

Archers have a hand weapon, light armour, composite bow and shield. May use *Combined Formation* where up to 50% of the unit's figures exchange composite bow for thrusting or throwing spear (free) and form the front ranks. May be *Riding Camels* (+1) and may be *Drilled* (+2) if all the Ghulams present are also *Drilled*.

SPECIAL TROOPS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Persian Cavalry	8	3	4	3	3	1	3	1	7	26
Khwarezmian Cavalry	8	2	3	3	3	1	3	1	6	26

Persian cavalry have a hand weapon, light armour and composite bow, and may have heavy armour (+1). Khwarezmian cavalry have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.*

DAYLAMI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Infantry	5	3	3	3	3	1	4	1	8	12

Have a hand weapon, throwing or thrusting spear and shield. *Shieldwall. Warband.*
May have light armour (+2) and be *Riding Camels* (+1). May be *Stubborn* (+3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Stone Thrower				6	5	2				62
Large Stone Thrower				7	6	2				82
Crew	4	3	3	3	3	1	3	1	7	

Stone Throwers and large stone throwers have 3 and 4 crew respectively, armed with hand weapons. An additional crewman may be purchased for +10 points. Crew May have light armour (+2).

The army may also draw contingents, counting as special troops, from the Arab Caliphate (Abbasid variant) and Hindu Indian (Standard Army) lists. Elephants drawn from the latter list may be fielded with barding (+8). These contingents are not *Unreliable*.

73. SONG CHINA 960 AD to 1279 AD

For a period of about 50 years after the fragmentation of the Tang Empire, China was divided into various warring states. The Song were generally successful in re-unifying most of China, being able to defeat the various other Chinese armies. Unfortunately they proved unequal to the task of regaining the territory lost to the Liao, and thus did not have access to the horse breeding regions that had formerly allowed the fielding of a powerful cavalry force. Within the relatively restrictive terrain of Southern China, the Song armies were effective, and the dynasty survived until overthrown by the Mongols, who founded their own dynasty.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 20%

Infantry: Up to 100%

Artillery: Up to 1 machine per 800 points; no more than one large stone thrower may be taken.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	6	6	4	4	3	6	3	9	169

The general rides a horse and has a hand weapon and light armour. *Army General.*
May have heavy armour (+1), composite bow (+4) and thrusting spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	4	4	5	3	3	2	5	2	8	84
Standard	4	4	3	3	4	2	4	2	8	106

Bearer										
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A commander has a hand weapon and light armour. May ride a horse (+9) and may have heavy armour (+1), composite bow (+4) and thrusting spear (+3).

A Standard Bearer has a hand weapon and light armour. May ride a horse (+9) and may have heavy armour (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	20
Horse Archers	8	3	3	3	3	1	3	1	7	20

Cavalry have a hand weapon and light armour. *Light Cavalry*. May have composite bow (+2) or thrusting spear (+3).

Horse archers have a hand weapon and composite bow. *Light Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard Spearmen	4	3	3	3	3	1	3	1	7	11
Spearmen	4	3	3	3	3	1	3	1	6	10
Levy Spearmen	4	2	2	3	3	1	3	1	5	5
Skirmishers	5	2	3	3	3	1	3	1	5	6

All spearmen have a hand weapon, thrusting spear and shield.

Guard spearmen may have light armour (+2) and may exchange thrusting spear for halberd (free). They may be *Drilled* (+2).

Regular and levy spearmen may use *Mixed Order* in which up to 75% of the figures in the unit exchange thrusting spear and shield for crossbow (+1).

Levy Spearmen are *Levy*.

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers*. May exchange javelins and buckler for composite bow (+1) or crossbow (+3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista				4	5	2				32
Heavy Ballista				5	5	2				42
Stone Thrower				6	5	2				62
Large Stone Thrower				7	6	2				82
Crew	4	3	3	3	3	1	3	1	7	

All crew have hand weapons. Light ballistas have 2 crew, heavy ballistas and stone throwers have 3 crew, and large stone throwers have 4 crew. An extra crewman may be purchased (+10). Crew may have light armour (+2).

74. POLISH

966AD-1500AD

The birth of Poland as a kingdom can be traced back to 966 with the 'Baptism of Poland' when the king, Mieszko I accepted Christianity. Early polish history was marked by a state of almost constant war with their German neighbours to the point that the first Polish king had to recognize the Emperor as his

overlord. In the mid-12th century, the army was slowly modernized, with the disappearance of the old Druzhina and professional soldiers taking the role of the mustered peasants. In the 13th century when tensions between the Teutonic knights and Poland started, the Mongol Invasion shattered the established order. The Polish army was completely restructured during the reign of Casimir the Great in the mid-14th Century, a few years before the union with the kingdom of Lithuania.

ARMY COMPOSITION

EARLY POLISH (966-1150)

Characters: Up to 25%

Cavalry: Up to 50% May only take Druzhina.

Infantry: At least 25%

War Wagons & Artillery: none

Mercenaries: none

Allies: none

FEUDAL POLISH (1150-1360)

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 50%

War Wagons & Artillery: none

Mercenaries: Up to 33%

Allies: up to 25%

LATER POLISH (1360-1500)

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 33%

War Wagons & Artillery: May have up to one War Wagon per 1200pts, and up to one Cannon per 2400pts.

Mercenaries: Up to 25% May not have Russians. Cumans may not outnumber Lithuanians.

Allies: up to 25%

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	8	5	3	4	4	3	5	2	9	159

The General rides a horse and has a hand weapon, heavy armour and shield. May have a thrusting spear (+3) or a lance (+6). He may ride a warhorse (+7) that may have cloth barding (+2). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	4	5	4	3	2	5	2	8	97
Standard Bearer	8	4	3	3	4	2	4	2	8	115

Captains rides a horse and has a hand weapon, heavy armour and shield. May have a thrusting spear (+3) or a lance (+6). He may ride a warhorse (+7) that may have cloth barding (+3).

The Standard Bearer rides a horse and has a hand weapon and light armour. *Army Standard Bearer*. He may have heavy armour (+1). He may ride a warhorse (+7) that may have cloth barding (+3).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rycerz	8	4	3	3	3	1	4	1	8	48

Strzelcy	8	4	3	3	3	1	3	1	7	26
Druzhina	8	4	3	3	3	1	4	1	8	29

Rycerz have hand weapon, heavy armour, shield and lance. They ride warhorses. *Shock Cavalry. First Charge*. Warhorses may have cloth barding (+3).

Strzelcy have hand weapon, thrusting spear, light armour and shield. They may exchange their thrusting spear and shield for a light crossbow (-2). They may be in *Combined Formation* with Rycerz, forming initially the rear rank(s) of the unit. If armed with light crossbows, the first rank of crossbowmen may shoot over any front rank(s) at full effect, even when moving. This is an exception to normal rules for *Combined Formation*. The number of Strzelcy models may be more than twice the number of Rycerz.

Druzhina have hand weapon, thrusting spear, shield and light armour. They may have heavy armour (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freemen	4	3	3	3	3	1	3	1	6	10
Levies	4	2	2	3	3	1	2	1	4	1
Skirmishers	5	2	3	3	3	1	3	1	5	6

Freemen have thrusting spear and shield. Thrusting spear and shield may be exchanged for bow (-1) or for double-handed weapon (free). They may have light armour (+2). Freemen with bow are *Light Infantry*. Freemen with double-handed weapons are *Open Order*.

In Medieval Polish armies, Freemen may exchange shield for large shield (+1) and up to a third of the models of the unit may exchange thrusting spear and shield for crossbow (+1). Units with spearmen and crossbowmen are *Combined Formation*. The first rank of crossbowmen may shoot over the front rank(s) of spearmen at full effect, this is an exception to the normal rules for *Combined Formation*. Other rank(s) of crossbowmen may not shoot at all.

Levies have improvised weapons. They may have thrusting spear (+2). *Levies. Warband rule#5 and 6*. May not have a standard or a musician.

Skirmishers have improvised weapon and either short bow or sling. In Later Polish armies, they may exchange short bow for a handgun (+3). *Skirmishers*.

WAGONS & ARTILLERY

WAR WAGONS

You will find the War Wagon rules in the Warhammer Ancient Battles errata. You may have up to one War Wagon for every full 1200pts of your army.

WAGON TABOR

You may have a Wagon Tabor. You will find the Wagon Tabor rules in the Warhammer Ancient Battles errata. Defenders may exchange their bow for a crossbow (+2).

CANNONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. The crew have hand weapon and may have light armour (+2).

MERCENARIES

All these units are *Unreliable*.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lithuanians	8	3	3	3	3	1	3	1	7	25
Cumans	8	2	3	3	3	1	3	1	6	26
Russians	8	4	3	3	3	1	3	1	7	36

Lithuanians have hand weapon, javelins and throwing spear. *Light Cavalry. Feigned Flight.* May have shield (+1).

Cumans have hand weapon and bow. *Skirmishers. Nomad Cavalry.* May have buckler (free) and throwing spear (+3).

Russians have a hand weapon, light armour, shield and throwing or thrusting spear and bow. *Feigned Flight. Eastern Shock Cavalry.*

ALLIES

Feudal Polish may have Early German (Imperial only) or Baltic Pagans (Lithuanian) allies.

Later Polish may have Later Hungarian allies.

75. CAPETIAN FRANCE

987 AD to 1328 AD

The Capetian Dynasty succeeded the Carolingian when Hugh Capet became King of France and started to restore the power of the French King over his independent vassals. The Capetian period was marked by the birth of feudalism that would spread over Europe, and the endemic war with the kings of England that would ultimately escalate into the Hundred Years War. It was a time of great victories (Bouvines 1214) and of terrible disasters (Courtrai 1312).

This army list allows you to build Early Capetian armies (roughly from the 10th century up to the early 12th century) or Later Capetian armies. Some options are restricted to Later Capetians as indicated in the army list.

ARMY COMPOSITION

Characters: Up to 25%

Knights: At least 50%

Commoners: Up to 50%

Mercenaries: Up to 50%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	2	5	2	9	156

The General rides a warhorse and has a hand weapon, heavy armour and shield. *Army General.* May have a thrusting spear (+3).

Late army: The General may have a lance (+6) and the warhorse may have cloth barding (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	5	3	4	4	2	5	2	8	104
0-1 Bishop	8	4	3	3	4	2	4	1	8	116
0-1 Army Standard	8	4	3	4	3	2	5	2	8	125

A Captain rides a warhorse and has a hand weapon, heavy armour and shield. In Late armies he may have a lance (+6).

Any Captain may be upgraded to Mercenary Captain (+30). Mercenary Captains are *Unreliable* and may only join a Mercenary unit. Any Mercenary unit within 8'' of the Captain may use his Leadership value when taking a Leadership test, although he is not the Army General.

The Bishop rides a warhorse and has a hand weapon, heavy armour and shield. Any unit led by a Bishop may re-roll failed Panic tests.

The Standard bearer rides a warhorse and has a hand weapon, heavy armour and shield. *Army Standard Bearer*.

In Late armies, characters' warhorses may have cloth barding (+3).

KNIGHTS & RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Knight	7	4	3	3	3	1	4	1	8	45
Mounted Sergeants	8	3	3	3	3	1	3	1	6	22
Dismounted Knight	4	4	3	3	3	1	4	1	8	18
Dismounted Sergeants	4	3	3	3	3	1	3	1	6	12

Mounted Knights ride warhorses and have a hand weapon, heavy armour, thrusting spear and shield. *Shock Cavalry. First Charge. Warband rules #1 and 3.*

In Late armies, thrusting spears must be replaced by lances (+3) and the warhorses may have cloth barding (+3).

Mounted Sergeants have a hand weapon, light armour, thrusting spear and shield. In Late armies, they may exchange the thrusting spears and shields for a light crossbow (-1).

Dismounted knights have a hand weapon, heavy armour, thrusting spear and shield. May exchange thrusting spear for halberd (free) or a double-handed weapon (+1).

Dismounted Sergeants have a hand weapon, light armour, thrusting spear and shield. May exchange thrusting spear for halberd (free) or a double-handed weapon (+1) or crossbows (+2).

Sergeants without crossbows may be combined with Knights (Mounted Sergeants may be combined with Mounted Knights, Dismounted Sergeants with Dismounted Knights). The unit is then subject to the rules for *Combined Formation*. Dismounted Sergeants with crossbows, not in *Mixed Order*, are *Open Order*.

COMMONERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	2	1	5	7
Arrière Ban	4	1	2	3	3	1	1	1	3	2

Militia have a hand weapon, thrusting spear and shield. They may exchange thrusting spear and shield for composite bows (-1), crossbows (+1), halberds (-1) or double-handed weapons (free).

If equipped with composite bows, Militia are *Light Infantry*. Other Militia units are *Open Order*.

Arrière Ban have improvised weapons and throw rocks. *Levies*. Subject to *Warband* rule# 4 and 5. They may not have a Standard or Musician, and may never declare a charge.

MERCENARIES

All these units are Unreliable. When taking a Leadership test, they may use the Leadership of a Mercenary Captain if he is within 8'' of the unit.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot Mercenaries	4	3	3	3	3	1	3	1	7	11
Mercenary Knights	8	4	3	3	3	1	4	1	7	40

Foot mercenaries have a hand weapon, thrusting spear and shield. They may have light armour (+2) and exchange thrusting spear and shield for crossbow (+1) or halberds (-1) or double-handed weapons (free). One unit of thrusting spear-equipped Foot Mercenaries may be upgraded to Brabançons (+5). Brabançons have WS4 and are *Stubborn*.

Any Foot Mercenaries unit may be designated as *Open Order*.

Mercenary Knights ride warhorses and have a hand weapon, heavy armour, thrusting spear and shield. *First Charge*. In Late armies, thrusting spears must be replaced by lances (+3) and the warhorses may have cloth barding (+3).

76. MEDIEVAL HUNGARIAN

1000 AD to 1516 AD

This list runs from the crowning of Istvan I to the death of Ladislaus Jagiellon in 1516. During its turbulent history, Hungary earned the nickname of the 'Shield of the West' as it was the first European power faced by any eastern invader, be it Mongol or Turk. Hungarian armies, though led by a nobility inspired by the western art of war, were noticeably different from the traditional medieval army. They made great use of light horse archers, that when working in conjunction with the hard hitting knights and backed by the famous war wagons proved to be a deadly combination when properly led on the battlefield.

ARMY COMPOSITION

EARLY HUNGARIANS (1000AD-1300AD)

Characters: Up to 25%

Heavy Cavalry: Up to 33% May not take the Royal Banderium

Light Cavalry: At least 33%

Infantry: Up to 25%

Artillery & War Wagons: none

Allies: up to 25%

LATER HUNGARIANS (1300AD-1516AD)

Characters: Up to 25%

Heavy Cavalry: Up to 50%

Light Cavalry: Up to 50%

Infantry: At least 25%

Artillery & War Wagons: up to one War Wagon per every 1000pts. Up to one Artillery per every 1000pts.

Allies: up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	3	5	2	9	166

The General rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. May have a lance (+6). May have cloth barding (+3) or in a later army, barding (+4). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	5	3	4	4	2	5	2	8	104
0-1 Army Standard	8	4	3	4	3	2	5	2	8	125

A Captain rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. May have a lance (+6). May have cloth barding (+3) or in a later army, barding (+4).

The Standard bearer rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. *Army Standard Bearer*. May have cloth barding (+3) or in a later army, barding (+4).

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
--	---	----	----	---	---	---	---	---	----	-----

Knight and Noble	8	4	3	3	3	1	4	1	8	48
0-1 Royal Banderium	8	5	4	3	3	1	4	1	9	58
German or Bohemian Mercenary Knight	8	3	3	3	3	1	4	1	7	28

Knights and Nobles ride warhorses and have a hand weapon, heavy or partial plate armour, lance and shield. *Shock Cavalry. First Charge.* May have cloth barding (+3).

Royal Banderium Knights ride warhorses and have a hand weapon, partial or full plate armour, lance and shield. May have barding (+4). *Shock Cavalry. First Charge. Stubborn. Veteran.* The Royal Banderium must be the smallest Heavy Cavalry unit in the army and must be led in all times by the General.

Mercenary Knights ride horses and have a hand weapon, light armour, thrusting spear and shield. May have cloth barding (+3) and heavy or partial plate armour (+1). *Close Order*, but may count a rank bonus of up to +2 when charging or counter-charging.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horse Archer	8	4	3	3	3	1	4	1	8	34
Szekler	8	5	4	3	3	1	4	1	9	33
Serbian Hussar	8	3	3	3	3	1	4	1	7	26

Horse archers have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.* May have shield (+1).

Szeklers have hand weapon and composite bow. May have throwing spear (+3), shield (+1) and light armour (+2). May be *Skirmishers* and *Nomad Cavalry* (+9) or formed and have *Feigned Flight, Expert Horsemen* and *Eastern Shock Cavalry* (+10)

Serbian Hussars have hand weapon, shield and lance. May have light armour (+2) and composite bow (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	8
Armati, Clipeati or Honved Militia	4	3	3	3	3	1	3	1	7	12
Crossbowmen	4	3	3	3	3	1	3	1	7	14
Levies	4	2	2	3	3	1	2	1	4	2

Archers have improvised weapon and composite bow. *Light Infantry.*

Armati have hand weapon, halberd and light armour. May have heavy armour (+1). May replace halberd with thrusting spear and shield (+1).

Crossbowmen have hand weapon, light armour and crossbow. May have pavise (+2) and exchange crossbow for handgun (free). *Open Order* if equipped with pavise, *Light Infantry* if not.

Feudal Levies have improvised weapons and throw rocks. *Levies.* Subject to *Warband* rule# 4 and 5. They may not have a Standard or Musician, and may never declare a charge.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2).

WAR WAGON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	6				6	4				120
Crew	4	3	3	3	3	1	3	1	8	

See the War Wagons rules.

ALLIES

Early armies may have Early Polish allies.

Later armies may have Later Polish and Medieval Balkan States (Serbia, Moldavia & Walachia) allies.

77. NORTH AFRICAN BERBERS

1042 AD to 1500AD

From 1042 the Berber tribes of North Africa fell under the sway of the Almoravid fundamentalist Islamic movement originating in the South Moroccan mountains. In 1086 the Almoravids crossed to Al-Andalus in support of their hard-pressed Islamic brothers. They eventually took control of most of the fragmented kingdoms there. In Africa the Almoravids were supplanted by another religious movement, the Almohads, which also extended its reach into Al-Andalus. There the Almohad army was defeated at Tolosa in 1212 and gave up all attempts to conquer Spain in 1228. The movement was in turn overwhelmed by the Marinids in 1269. This list also allows you to build Abdalwadid and Hafsid armies that respectively ruled over Algeria and Tunisia.

ARMY COMPOSITION

Almoravid

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: Up to 50%. Formed units may be *Stubborn* (+3)

Allies: Up to 25%. No allied unit or character may have barding or lances.

Almohad

Characters: Up to 25%

Cavalry: Up to 50%

Infantry: Up to 50% Up to half of formed units may be *Stubborn* (+3)

Allies: At least 25%

Other North African Berber Dynasties

Characters: Up to 25%. May not take Christian Captains.

Cavalry: Up to 50%. Camelry is not limited to 0-1.

Infantry: Up to 50%

Allies & Mercenaries: Up to 10%. May only select Ghuzz Horse Archers.

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Caliph	4	4	3	3	3	2	3	2	10	230
0-1 Emir	4	5	4	4	4	3	6	3	9	154

The General has a hand weapon and light armour. *Army General*.

May ride a horse (+9) or may be *Riding Horses* or *Riding Camels* (+1). May have shield (+1), or large shield (+2) if on foot, javelins (+2), or throwing spear (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Berber	4	4	4	3	3	2	5	2	8	83

Sheikh										
Christian Captain	4	5	4	4	4	2	5	2	8	89
Standard Bearer	4	4	3	3	4	2	4	2	8	107

All have a hand weapon, light armour and shield, and may ride a horse (+9) or be *Riding Horses* or *Riding Camels* (+1).

Sheiks may have throwing spear (+3) and javelins (+2). Sheikhs may have a large shield (+1) if on foot. Christian captains may have both heavy armour (+1) and thrusting spear (+3) if mounted.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Berber cavalry	8	3	3	3	3	1	3	1	7	22
0-1 Guard Cavalry	8	4	4	3	3	1	4	1	8	30
0-1 Camelry	6	3	3	3	3	1	3	1	7	18

Berber Cavalry have a hand weapon and javelins. *Light Cavalry*. *Feigned Flight*. May have a throwing spear (+3) and shield (+1).

Guard Cavalry have a hand weapon, light armour, javelins and shield. May have throwing spear (+3) and may be *Drilled* (+2).

Camelry have a hand weapon and javelins. Cause *Fear* in enemy cavalry. May have a throwing spear (+3) and shield (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Negro Black Guard	4	4	3	3	3	1	3	1	8	21
Spearmen	4	3	3	3	3	1	3	1	7	12
Archers	4	3	3	3	3	1	3	1	6	9
Skirmishers	4	2	3	3	3	1	3	1	5	6

Negro Black Guard have a hand weapon, thrusting spear, javelins and large shield. *Drilled*. *Stubborn*.

Spearmen have a hand weapon, thrusting spear, javelins and shield. May have large shield (+1). May use *Combined Formation* by including up to 50% archers in the rear ranks.

Archers have a hand weapon and composite bow. *Light Infantry*.

Skirmishers have a hand weapon and javelins. *Skirmishers*. May exchange javelins for short bow (free) or have throwing spear (+3).

ALLIES & MERCENARIES

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghuzz Horse Archers	8	3	4	3	3	1	3	1	7	33

Ghuzz have hand weapon and composite bow. May have shield (+1) and throwing spear (+3). *Nomad Cavalry*. *Unreliable*.

ALLIES

Almoravids may take allies from the Al-Andalus and Middle Christian Spanish lists.

Almohads may take allies from the Taifa Kingdoms and Late Medieval Spanish lists.

Other dynasties may take allies from the Medieval Spanish list.

78. LATER BYZANTINE

1042 AD to 1185 AD

As mentioned above, complacency following the successes of the 10th and early 11th centuries led to the running down of the armed forces and the failure of the Thematic system. The Empire therefore increasingly supplemented its 'professional troops with a wide variety of mercenaries, some of which formed into long standing regular units, and thus are not counted as Unreliable. The Empire limped on under increasing pressure until it suffered the ignominy of assault by the Fourth Crusade, which sacked Constantinople in 1204. The list may be used to create armies of the Macedonian (1041-1081) and Comnenian (1081-1185) dynasties.

ARMY COMPOSITION

Macedonian dynasty

Characters: Up to 25%

Cavalry: At least 25%

Infantry: Up to 75%

Special Units: Up to 25%

Allies: Up to 33%: Steppe Nomads list only (Alans, Pechenegs).

Comnenian dynasty

Characters: Up to 25%

Cavalry: Up to 75%. Every second unit may be guards.

Infantry: Up to 50%

Special Units: Up to 33%

Allies: Up to 33%: Taken from the Steppe Nomads (Alans, Pechenegs or Cumans), Slav & Bulgar (later Bulgar cavalry), First Crusade or Later Crusader lists.

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	8	5	5	4	4	3	6	2	9	162

Rides a horse. Has a hand weapon and light armour. *Army General.*

May have heavy armour (+1), shield (+1), composite bow (+4), thrusting spear (+3), lance (+6) and half-barding (+2) or barding (+4). May ride a warhorse (+7).

May be upgraded to Emperor (Ld10, +100 points).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	5	4	3	3	2	5	2	8	93
Standard Bearer	8	4	4	3	4	2	4	2	8	117

Rides a horse. Has hand weapon and light armour. The Standard Bearer may have heavy armour (+1), shield (+1), and half-barding (+2) or barding (+4). Other characters may have heavy armour (+1), composite bow (+4), thrusting spear (+3), lance (+6), and half-barding (+2) or barding (+4). All may ride a warhorse (+7).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard Cavalry	8	4	3	3	3	1	3	1	7	31
Regular Cavalry	8	3	3	3	3	1	3	1	7	29
Irregular	8	3	3	3	3	1	3	1	6	22

Cavalry										
Turkopoloι	8	3	4	3	3	1	4	1	7	34

Cavalry have hand weapon, light armour, thrusting spear and shield.

Guards may have heavy armour (+1) and are *Eastern Shock Cavalry*. Regulars are also *Eastern Shock Cavalry*.

Cavalry units may use *Combined Formation* with up to half their models exchanging thrusting spear for composite bow (-1) and forming the rear ranks. Such models may not have heavy armour.

Cavalry units may instead be designated as *Light Cavalry* (free). Such units may not use *Combined Formation* or take heavy armour. This option is available to every second unit, excluding guards and turkopoloι.

Turkopoloι have a hand weapon, composite bow and buckler. *Light Cavalry*. *Nomad Cavalry*. They may upgrade to shield (+1) and have javelins (+2) and throwing spear (+3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	11
Regular Spearmen	4	3	3	3	3	1	3	1	7	12
Irregular Spearmen	4	2	2	3	3	1	2	1	6	6

Guards have hand weapon, light armour and shield. *Light Infantry*. May have either javelins (+1), sling (+1) or throwing spear (+3).

Spearmen have hand weapon, throwing or thrusting spear and shield. *Shieldwall*. They may have light armour (+2) and darts (+1). They may use *Combined Formation* with up to half the unit's figures exchanging spear and shield for composite bow (-1) and forming the rear ranks. Regulars armed with throwing spear may instead form as *Light Infantry* (+1) and may then exchange throwing spear for javelins or sling (-2).

Irregulars are *Levies*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Skirmishers	4	3	3	3	3	1	3	1	5	7
Irregular Skirmishers	4	2	2	3	3	1	2	1	5	3

Hand weapon, sling or javelins and buckler. *Skirmishers*. May replace sling or javelins with composite bow (+1). Irregular skirmishers are *Levies*.

SPECIAL UNITS

VARANGIAN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guardsmen	4	4	3	3	3	1	4	1	9	23

Has a hand weapon, light armour, thrusting spear and shield. *Stubborn*. *Shieldwall*. *Riding Horses*. May have heavy armour (+1), javelins (+1), and may exchange thrusting spear for two-handed axe (+1).

Varangians advanced aggressively and their shieldwalls were by no means passive. A Varangian unit that has formed *Shieldwall* may advance up to its normal move distance and retain the benefit of the *Shieldwall*. It may also do so when it charges, so long as it does not move further than its normal move distance while doing so.

LATIN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	8	4	3	3	3	1	4	1	8	35

Knight										
Mercenary Infantry	4	3	3	3	3	1	4	1	7	12

A mercenary knight has a hand weapon, light armour, lance and shield. *Shock Cavalry*. May have heavy armour (+1). May be mounted on a warhorse (+7). Mercenary infantry have a hand weapon, thrusting spear and shield. May have light armour (+2). They may use *Combined Formation* with up to half the unit's figures exchanging spear and shield for composite bow (-1) and forming the rear ranks.

Up to two units may instead exchange spear and shield for composite bow (-1) or crossbow (+1) and then become *Light Infantry*.

THE EMPERORS GUARDS (only if the Emperor is present)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard Cavalry	8	4	4	4	3	1	4	1	8	36

Macedonian dynasty guards have a hand weapon, heavy armour and shield. *Eastern Shock Cavalry*. May ride warhorses (+7) and may have half-barding (+2) or barding (+4). They may use *Combined Formation* with up to half the unit's figures exchanging shield for composite bow (+3) and forming the rear ranks.

Comnenian dynasty guards have a hand weapon, heavy armour, thrusting spear and shield, but are S3 and cost 37 points. They may ride warhorses (+7).

79. ITALIAN CITY STATES

1050 AD to 1495 AD

Italy during the middle ages was not a nation state like France or England, but a patchwork of fiercely independent city states and kingdoms competing for territory and commercial supremacy over this small peninsula. During the 12th century war waged between the followers of the Pope and the followers of the Holy Roman Emperor, with rival factions known as the Ghelf and Ghibelline. In the 14th century a new way of waging war emerged in the shape of large mercenary companies led by dedicated generals, known as Condotierre. Some of these Condotierre became famous, such as John Hawkwood and the White Company made famous by Sir Arthur Conan Doyle's novel. It should be noted that they were less romantic than some have written, and the bloodless style of warfare is partly a myth! Betrayal, murder and changes of allegiance were common during these turbulent times. Please note that given the mercenary nature of these armies, no unit (except the ones drawn from the Allies allowance) are considered to be Unreliable.

ARMY COMPOSITION

EARLY ITALIANS (1050AD-1320AD)

When building an early army, you may not take any unit labelled as F, M, P, N or V.

Characters: Up to 25%

Cavalry: At least 25%

Infantry: At least 50%

Artillery: none

Allies: none

LATER ITALIANS (1320AD-1495AD)

When building a late army, you may represent an army of Florence (F), Milan (M) The Papal States (P), Naples (N) and Venice (V). You may only take units allowed to your city state and the ones without any specific allegiance.

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 50%

Artillery: Up to one gun per every 1000pts.

Allies: Up to 33%

0-1 GENERAL OR CONDOTIERRE

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	3	5	2	9	172

The General rides a warhorse and has a hand weapon, heavy or partial plate armour, lance and shield. May have cloth barding (+3). *Army General*

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	5	3	4	4	2	5	2	8	110
0-1 Army Standard	8	4	3	4	3	2	5	2	8	125
0-1 Carroccio	6				6	4				130

A Captain rides a warhorse and has a hand weapon, heavy or partial plate armour, lance and shield. May have cloth barding (+3).

The Standard bearer rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. *Army Standard Bearer*. May have cloth barding (+3).

In an Early army, the Carroccio may replace the Army Standard. It is a War Wagon and follows all rules for War Wagons and counts as the Army Standard. The crew does not have War Wagon missile weapons, and the range of the effects of the Army Standard is 18'' rather than 12''.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Italian Knights	8	4	3	3	3	1	4	1	7	46
Mercenary Knights	8	4	3	3	3	1	4	1	8	49
Balkan Light Cavalry (F, P, N, V)	8	2	3	3	3	1	3	1	6	26
Stradioti (V)	8	3	3	3	3	1	4	1	7	26

Italian Knights ride warhorses and have a hand weapon, heavy or partial plate armour, lance and shield. May have cloth barding (+3). *Shock Cavalry. First Charge. Warband rules #1 and 3*. In a Milanese army, up to one unit may be upgraded to *Famiglia Ducale* (+3) that have WS5 and are *Veteran* in addition to the preceding rules.

Mercenary Knights ride warhorses and have a hand weapon, partial or full plate armour, lance and shield. May have barding (+4). *Shock Cavalry. First Charge. Veteran*.

Balkan Light Cavalry have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry*. May have shield (+1).

Stradioti have hand weapon, thrusting spear and shield. *Light Cavalry. Feigned Flight*. May have javelins (+1) or light crossbow (+2) and light armour (+2).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Provisionati	4	2	3	3	3	1	3	1	6	12
Militia	4	3	3	3	3	1	3	1	7	12
Light Infantry	4	3	3	3	3	1	3	1	7	8

Provisionati have light armour, thrusting spear and large shield. May replace thrusting spear and shield with either halberd (-1), or in late armies, pikes (+1). May have heavy armour (+1). In a Papal State and Naples armies, one unit equipped with thrusting spear may be upgraded to *Guard* (+8). Guards have WS4, Ld8 and are *Stubborn. Medieval Phalanx* if equipped with pikes.

Militia have hand weapon, thrusting spear and large shield. Up to half the spearmen may replace their thrusting spear and large shield with crossbow (free) and the other half replace the large shield with a pavises (free). The whole unit is a *Combined Formation*, but the first rank of crossbowmen may shoot over the head of any front rank(s) of spearmen, this is an exception to the normal rules for *Combined Formations*. In a Florentine army, Militia may replace thrusting spear and large shield with a pike (free), and are *Medieval Phalanx*. In a Neapolitan army, the thrusting spear and large shield may be replaced with a longbow and buckler (-1), and the unit becomes *Open Order*.

Light Infantry have hand weapon. May have crossbow or handgun (+4). If not equipped with any of these, may have throwing spear, buckler and javelins (+4, early army) or have a buckler and light armour and be upgraded to WS4 (+4, late armies). *Light Infantry*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Organ Gun										
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon or an Organ Gun and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2).

ALLIES

Early armies may have Italo-Norman allies.

Later armies may have any other Italian City State as allies. Florence and Venice may have Swiss allies and the Papal States may have Medieval English allies (may only take longbowmen),

80. KHWARESMIAN

1077 AD to 1231 AD

Ancient Khwaresm lay to the South and East of the Caspian and Aral seas, around the river Oxus. It was part of the Seljuk Empire when, in 1077, the Sultan was defeated by the Kara Khitay. In the ensuing chaos, the Governor of Khwaresm seized independence. As the Empire continued to fragment, The Khwaresm Shah, as he was now called, expanded his territory until in 1212, under Ala Ad-Din Muhammed, Khwaresm controlled almost all of the old Seljuk lands and had defeated the Khara Khitay. Disaster followed however as the Shah determined to resist-and indeed provoke- the Mongols. In 1220 the Mongols invaded and overran Khwaresm in a devastating campaign. Ala Ad-Din Mohammed died and his son, Jalal Ud-Din, continued a heroic but futile resistance until assassinated in 1231. The remnants of his army moved West, capturing Jerusalem and ending their days as mercenaries of the Mamluks.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: At least 25%

Infantry: Up to 25%

Elephants: Up to 1 per 1200 points

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Shah	8	6	6	4	4	3	5	3	9	173

The General rides a horse and has a hand weapon, light armour, composite bow and shield. *Army General*. May have heavy armour (+1), thrusting spear (+3) and cloth barding (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
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Amir	8	4	5	4	3	2	5	2	8	96
Standard Bearer	8	4	3	3	4	2	4	2	8	116

All ride a horse and have a hand weapon, light armour and shield. Amirs may have composite bow, (+4), thrusting spear (+3), heavy armour (+1) and cloth barding (+3). The Standard Bearer may have heavy armour (+1) and cloth barding (+3). *Army Standard Bearer*.

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guards	8	4	4	3	3	1	4	1	8	38
Khwarezmian Cavalry	8	4	3	3	3	1	3	1	7	30
Persian Cavalry	8	3	4	3	3	1	3	1	7	32

All have a hand weapon, light armour, composite bow and shield. *Eastern Shock Cavalry*.

Guards may have heavy armour (+1), thrusting spear (+3) and cloth barding (+3). They are *Veteran* and may be *Stubborn* (+3).

Khwarezmian cavalry may have heavy armour (+1), thrusting spear (+3) and cloth barding (+3).

Persian cavalry may have heavy armour (+1).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Khwarezmian Cavalry	8	2	3	3	3	1	3	1	6	26
Militia Cavalry	8	2	3	3	3	1	3	1	5	16
Cumans	8	3	3	3	3	1	3	1	7	29

All have a hand weapon and composite bow. *Skirmishers*.

Cumans may have javelins (+1) and shield (+1). Khwarezmians and Cumans are *Nomad Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cumans	5	3	3	3	3	1	3	1	7	11
Militia Spearmen	4	2	3	3	3	1	3	1	6	6
Militia Archers	4	2	3	3	3	1	3	1	6	7

Cumans have a hand weapon, composite bow and shield. *Light Infantry*.

Militia spearmen have a hand weapon, thrusting spear and shield. *Open Order*. *Levies*.

Militia Archers have a hand weapon, composite bow and shield. *Light Infantry*. *Levies*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4		7	6	6	3	4	4	174
Mahout		2		3	3	1	3	1	7	
Crew		3	3	3	3	1	3	1	7	

Mahouts have light armour. The 2 crew have a hand weapon, light armour and composite bow or javelins. They fight from a howdah, adding +2 to their armour save. An additional crewman can be purchased (+12).

Khwarismian elephants do not appear to have been barded, but carried two distinctive large round metal shields to protect the beasts' vulnerable ears. To reflect this, they may purchase half- barding for +6 points, adding +1 to their armour save from the front only.

81. CRUSADERS

1096 AD to 1291 AD

The crusades were triggered by an appeal from the Byzantine Emperor to the Pope for assistance in withstanding the expansionist Seljuk Turks, who had largely overrun Anatolia following the battle of Manzikert in 1071. Pope Urban II was the first to respond by calling for Christians to fight against “the infidels” and over the next two hundred years, a total of nine crusades were launched against targets in the Middle East. Subsidiary crusades were also called against the East European pagans and heretic Christians, amongst others.

Ironically the first crusade attacked not the Seljuk Turks, but the largely friendly Syrians who were allies of the Byzantines. The Emperor never received the help he had wanted and indeed the city of Constantinople was captured and sacked by the fourth crusade.

Following the capture of Jerusalem by the first crusade, various small crusader states were founded and the military Christian orders of knights formed. This was the high watermark of success and the later crusades were unable to expand greatly upon its achievements.

First and Second Crusades

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 50%

Allies: Up to 25%

The number of crossbow-armed models may not exceed the number of composite bow armed models. Pilgrims may be upgraded to Religious Fanatics that are *Stubborn* and *Warband* (+5). These are not *Levies*.

Later Crusades

Characters: Up to 25%

Cavalry: At least 33%

Infantry: At least 25%. No Pilgrims may be taken.

Allies: Up to 25%

Military Order

Characters: Up to 25%

Cavalry: At least 33%.

Infantry: Up to 50%.

Allies: Up to 25%

All characters and Knights must be *Stubborn* and *Veteran* (+4). Military Order knights fail their *Warband* rule #1 test on a result of 1 or 2 rather than 1 as usual.

Crusading Infantry may be *Stubborn* (+3).

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	4	6	3	4	4	3	6	3	9	156

The General has a hand weapon, heavy armour and shield. *Army General*.

May ride a warhorse (+16) and have a lance (+6). Unless mounted, may have a double handed weapon (+3).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	4	4	4	2	5	2	8	90
0-1 Bishop	4	4	3	4	4	2	4	2	8	105
Standard	4	4	3	3	4	2	4	2	8	108

Bearer											
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Captains have a hand weapon, heavy armour and shield. May ride a warhorse (+16) and have a lance (+6). Unless mounted, may have a double handed weapon (+3).

The Bishop has a hand weapon, heavy armour and shield. May ride a warhorse (+16). Any unit led by a Bishop may re-roll failed Panic tests.

A standard bearer has a hand weapon, heavy armour and shield. *Army Standard Bearer*. May ride a warhorse (+16) The Army Standard may be upgraded to the True Cross (+30). Any unit led by the True Cross becomes *Stubborn*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knights	8	4	3	3	3	1	4	1	8	48
Sergeants	8	3	3	3	3	1	3	1	7	24

Knights have hand weapon, lance, heavy armour and shield. They ride warhorses. *Shock Cavalry*. *Ferocious Charge*. Subject to *Warband* rules#1 and 3.

Sergeants have hand weapon, thrusting spear, light armour and shield. They may be in *Combined Formation* with knights, forming the rear ranks. When not combined with Knights, they may have bow (+2) as Turcopoles.

Knights and Sergeants may dismount (-30 for Knights, -10 for Sergeants). Dismounted knights replace lance with thrusting spear (free) or double handed weapon (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crusading Infantry	4	3	3	3	3	1	3	1	6	10
Pilgrims	4	2	3	3	3	1	2	1	4	3

Crusading Infantry have hand weapon, thrusting spear and shield. They may exchange thrusting spear and shield for either crossbow (+1) or bow (-1). They may have light armour (+2). Crusading Infantry with ranged weapons may be in *Combined Formation* with Crusading Infantry with spears. Bowmen will form the rear rank(s) of the unit while crossbowmen will form the front rank(s) of the unit. Sending the Crossbowmen to the rear of the unit requires a Reform manoeuvre.

Crusading Infantry with bow or crossbow and not in Combined Formation with spearmen are *Light Infantry*.

Pilgrims have improvised weapons and stones. *Levies*. They may not have a Standard or Musician.

ALLIES

Early Crusaders may take Syrian allies (use the Arab Caliphate-Fatimid list).

Later Crusaders may take Late Byzantine, Syrian (as above) or Crusader Military Orders allies.

Military Orders may take Late Crusaders allies.

82. RUSSIAN

1100 AD-1500 AD

This army list allows you to build a Russian army from the middle ages. During this period Russia was fragmented into multiple states and principalities, in a patchwork sometimes called the 'broken feudalism'. Under constant pressure from its neighbours, it suffered many invasions and attacks between the 12th and 15th century, the most famous being the Mongol Invasion that changed the face of Russia and of her army. After the Mongol invasion, Russian noble units, the Druzhina, mimicked the horse archer tactics of their enemies, with their own infantry making only discreet appearances on the battlefield.

ARMY COMPOSITION

EARLY RUSSIANS

Characters: Up to 25%

Cavalry: At least 33%

Infantry: Up to 50%

Mercenaries: Up to 50%

POST-MONGOL CONQUEST RUSSIANS

Characters: Up to 25% (No Aga)

Cavalry: At least 50%

Infantry: Up to 25% (No Militia Cavalry)

Mercenaries: Up to 33%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Knajz	4	5	4	4	4	3	5	3	9	154

The Knajz has a hand weapon and heavy armour. *Army General*. May have shield (+1), throwing spear or thrusting spear (+3).

In Post-Mongol Conquest armies) he has a composite bow (+4) and rides a horse (+12). *Feigned Flight*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Boyar	4	5	4	4	4	2	5	2	8	89
Aga	8	4	5	4	4	2	4	2	8	106
Standard Bearer	4	4	3	3	4	2	4	2	8	107

Boyar has a hand weapon and heavy armour. May ride a horse (+12). If mounted, *Feigned Flight*.

May have shield (+1), throwing or thrusting spear (+3) and (if dismounted) a double-handed weapon (+3). If mounted in a Post-Mongol Conquest army, must have a composite bow (+4).

The Aga rides a horse and has a hand weapon, light armour, throwing spear, composite bow and shield. *Expert Horseman*. He may only lead a Steppe Archers unit.

The Standard Bearer has a hand weapon and heavy armour. *Army Standard Bearer*. *Feigned Flight* if mounted. May have shield (+1). May ride a horse (+12).

DRUZHINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Senior Druzhina	8	4	4	3	3	1	4	1	8	37
Junior Druzhina	8	4	3	3	3	1	3	1	7	32

All have a hand weapon, light armour, shield and throwing or thrusting spear. *Shock Cavalry*. *Feigned Flight*. Senior Druzhina may have heavy armour (+1).

In Post-Mongol Conquest armies, they may have a composite bow (+6) and become *Eastern Shock Cavalry*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Polk	4	3	3	3	3	1	3	1	6	11
Smerd	4	2	2	3	3	1	2	1	5	4
Skirmishers	4	2	3	3	3	1	2	1	5	6
Militia Cavalry	8	3	3	3	3	1	3	1	6	21

Polk have hand weapon, thrusting spear and shield. *Shieldwall*. May have light armour (+2). May exchange thrusting spear and shield for composite bow (-2) or a double handed weapon (-1) but become *Open Order* and lose *Shieldwall*.

Smerds have hand weapon, thrusting spear and shield. *Levies*. May exchange thrusting spear and shield for composite bow (+1).

In Polk and Smerd units, you may mix within the same unit models with spears and models with bows as long as the bowmen do not outnumber the spearmen. The whole unit counts as a *Combined Formation* and the bowmen remain *close order*.

Skirmishers have improvised weapon and composite bow. They may exchange composite bow for Crossbow (+2) and –in Post Mongol Conquest armies- up to one unit may exchange bow for handguns (+2). *Skirmishers*.

Militia Cavalry have hand weapon, throwing spear, javelins and shield. *Skirmishers*.

Wagon Tabor

The army may include a Wagon Tabor. In a Post-Mongol Conquest army, a Wagon Defender may exchange his composite bow for a crossbow (+2).

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Steppe Archers	8	3	4	3	3	1	3	1	7	33
Western Knights	8	4	3	3	3	1	4	1	8	48

Steppe Archers have hand weapon and composite bow. *Light Cavalry*. *Nomad Cavalry*. *Unreliable*. They may have light armour (+2), throwing spear (+3) and shield (+1).

Western Knights ride warhorses and have hand weapon, heavy armour, lance and shield. *Shock Cavalry*. *First Charge*. *Unreliable*. In Post-Mongol Conquest armies, they may have cloth barding (+3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2).

83. HOLY ROMAN EMPIRE

1138 AD to 1500 AD

This list starts with the crowning of Conrad III, first Hohensaufen ruler, and continues to the reign of Maximilian I in the last years of the 15th century. The Holy Roman Empire, as heir to the Carolingian Empire, was a political entity formed of many principalities, palatinates and feudal lands under the (mostly only administrative) leadership of the Emperor, without any kind of national consciousness or unity. From the 12th to the 15th century it fought its neighbours and the Papacy, trying to restore its former splendour. The army list offers the options for Clerical, Communal, Feudal or Imperial armies, as a way to represent the patchwork of components of an Empire that to quote Voltaire was neither Holy,Roman nor an Empire.

ARMY COMPOSITION

Characters: Up to 25%

Knights and Retainers: Up to 50%

Militia: Up to 50%

Mercenaries: At least 33%

Artillery & War Wagons (L): Up to one gun or war wagon per every 1200pts.

Note: Some units are labelled Late (L) and are only available after 1400. Some units are labelled Imperial (I) and are only available if an Imperial General leads the army.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	3	5	2	9	166
Emperor	8	3	3	3	4	3	4	1	10	256

The General rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. *Army General*. May have a thrusting spear (+3) or a lance (+6). May have cloth barding (+3) or (after 1450) full metal barding (+4).

The General may be upgraded to *Clerical or Communal General* (+20), *Feudal General* (+3) or *Imperial General* (free).

Any unit led by the Clerical or Communal General may re-roll failed Panic test. An army led by the Clerical General must include at least 33% of Militia.

The Feudal General has WS6 and I6. An army led by the Feudal General must include at least 33% of Knights & Retainers.

In an army led by an Imperial General, units taken from the Mercenary allowance are not *Unreliable*.

The Emperor rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. *Army General*. May have a thrusting spear (+3) or a lance (+6). May have cloth barding (+3) or (after 1450) full metal barding (+4). The Emperor is an Imperial general.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	5	3	4	4	2	5	2	8	104
0-1 Army Standard	8	4	3	3	4	2	5	2	8	125

A Captain rides a warhorse and has a hand weapon, heavy or partial plate armour and shield. In Late armies he may have a lance (+6).

Any Captain may be upgraded to *Mercenary Captain* (+30). Mercenary Captains are *Unreliable* and may only join a Mercenary unit. Any Mercenary unit within 8" of the Captain may use his Leadership value when taking a Leadership test, although he is not the Army General.

The Standard bearer rides a warhorse and has a hand weapon, heavy armour and shield. *Army Standard Bearer*.

Characters' warhorses may have cloth barding (+3) or (after 1450) full metal barding (+4).

KNIGHTS & RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Knight	8	4	3	3	3	1	4	1	8	34
Mounted Ministeriale	8	3	3	3	3	1	3	1	6	19

Mounted Knights ride warhorses and have a hand weapon, heavy or partial plate armour and shield. May have thrusting spear (+3). May have lance (+14), cloth barding (+3) or (after 1450) full metal barding (+4).

Mounted Knights armed with lance are *Shock Cavalry* and have *First Charge*. Mounted Knights without lance are Close Order and may count a rank bonus of up to +2, like infantry.

Mounted Ministerialen ride horse and have hand weapon, light armour and shield. They may have thrusting spear (+3), and may exchange shield for light crossbow (+1). In late armies, they may have heavy armour (+1) and exchange shield for handgun (+3).

Mounted Knights may be in Combined Formation with Mounted Ministerialen that do not carry ranged weapons, which form the rear rank(s) of the unit.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismounted Knight (L)	4	4	3	3	3	1	4	1	8	16

Dismounted Knights have hand weapon, heavy armour and shield. In late armies, they may have partial plate armour (+1) or (after 1450) replace shield with full plate armour (+1). They may have double-handed weapons (+3). May be *Riding Horses* (+1).

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	2	1	6	5

Militia have a hand weapon. They may have thrusting spear and shield (+3), or crossbows (+4), composite bows (+2) or in late armies handguns (+4) or pike (+4). If equipped with crossbows in late armies, they may have pavises (+2). Militia with handguns are *Skirmishers*. Militia with crossbows or composite bows are *Light Infantry*, but if carrying pavises must form in *Open Order*. Militia with pikes are *Medieval Phalanx*. Any militia unit may be downgraded to *Levies* (-1 if armed with composite bow, -2 if armed with thrusting spear and shield, crossbow or handgun, -3 if armed with pike).

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot Mercenaries	4	3	3	3	3	1	3	1	7	11
Mercenary Knights	8	4	3	3	3	1	4	1	7	46
Landsknechts (L, I)	4	4	3	3	3	1	4	1	8	18

Foot mercenaries have a hand weapon, thrusting spear and shield. They may have light armour (+2) and exchange thrusting spear and shield for crossbow (+1) or halberd (-1). If equipped with crossbows in late armies they may have pavises (+2). Foot Mercenaries with crossbows are *Open Order*.

Mercenary Knights ride warhorses and have a hand weapon, heavy armour, lance and shield. *First Charge. Shock Cavalry*. In late armies, the warhorses may have cloth barding (+3).

Landsknechts have a hand weapon, pike and light armour. May have heavy armour (+1). *Veteran*.

Up to two out of three pike armed units may replace their pikes with halberd (-2), light crossbow (-2) or handgun (free).

Pike armed Landsknecht units are *Medieval Phalanx*. Within a pike armed unit, up to a third of the models may replace pike with double-handed weapon (free) and form the front rank(s) of the unit. (Note that the models with double handed weapons do not count against the necessary number of models to determine if the unit is a *Medieval Phalanx*). They may be *Stubborn* (+3).

Landsknechts with light crossbows, halberds or handguns are *Skirmishers*.

ARTILLERY & WAR WAGONS (L)

CANNON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2). The crew may be upgraded to Landsknechts that have WS3 and are Ld8 (+4 per crew).

WAR WAGON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	6				6	4				120
Crew	4	3	3	3	3	1	3	1	8	

See the War Wagons rules.

ALLIES

If led by an Imperial General the army may have Early Hungarian (E) or Ordenstaat (L) allies.

84. THE BALTIC PAGANS

1193 AD-1295 AD

In the 13th and 14th century the Baltic states were pagan kingdoms, with dangerous neighbours in the Western Russians States and the Military Orders that settled in Western Germany. Their religion gave a reason for the Scandinavian and German Military Orders to go on crusade against these pagans in 1193, following Pope Celestine III's call. These crusades proved remarkably successful with the acquisition of vast lands for the Ordenstaat and the crusaders, and the mass conversion to Catholicism of the majority of these Baltic or Slavic kingdoms (except for Lithuania, which resisted). We consider that most Baltic people (Prussians, Wends, Estonians, etc...) would have fought similarly and hence share the same army list. We have set the end date for this list at 1295, the date of the last uprising of the Prussians, though the Lithuanian army list can be used up to the end of the 14th century, when Lithuania was absorbed by Poland.

ARMY COMPOSITION

BALTIC PEOPLES

Characters: Up to 25%

Cavalry: Up to 25%

Infantry: At least 50%

Allies: Up to 25%

LITHUANIANS

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 25%

Allies: Up to 25%

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	4	5	4	4	4	3	5	3	9	153

The General has a hand weapon and light armour. May have shield (+1), heavy armour (+1) throwing spear (+2) javelins (+2) and (if dismounted) a bow (+4). May ride a horse (+12). *Army General. Feigned Flight* if mounted.

CHIEFTAINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	4	4	4	2	5	2	8	88
Standard Bearer	5	4	3	3	4	2	4	2	8	106

Chieftain has a hand weapon and light armour. May have shield (+1), heavy armour (+1) throwing spear (+2) javelins (+2) and (if dismounted) a bow (+4). May ride a horse (+12). *Feigned Flight* if mounted.

The Standard Bearer has a hand weapon and light armour. *Army Standard Bearer*. May have shield (+1) and heavy armour (+1). May ride a horse (+12). *Feigned Flight* if mounted.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	3	3	3	1	4	1	8	27
Light Cavalry	8	2	3	3	3	1	3	1	6	22

All have a hand weapon, javelins and throwing spears. May have shield (+1).

Noble cavalry may have heavy armour (+3). Light Cavalry are *Light Cavalry* and have *Feigned Flight*.

In Lithuanian armies, Light Cavalry may upgrade to WS3 and Ld7 (+3) and Light Cavalry and Noble Cavalry may dismount (-11) replacing javelins and throwing spears with bow.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warriors	5	3	3	3	3	1	3	1	7	12
Archers	4	2	3	3	3	1	3	1	6	8

Warriors have *Mixed Weapons* and shield. *Light Infantry*. *Warband*. Every third unit may replace *Mixed Weapons* with throwing spear (free) and have light armour (+2) as upper class warriors.

Archers have improvised weapons and bow. *Light Infantry*. *Warband* rules 5 & 6.

ALLIES

Prussians & Estonians may have Russian allies.

Lithuanians may have Ordensstaat allies.

85. MONGOL CONQUEST AND KHANATES

1206 AD to 1508 AD

The Mongol tribes erupted onto the world stage under the leadership of Temujin, known to history as Genghis Khan. These supremely mobile horsemen set out on the most remarkable ride of conquest the world has seen, overrunning Central and parts of Southern Asia, the Middle East, Eastern Europe and Russia, China and Korea within a period of sixty years. After this time sheer geographical distance decreed that the Mongol state should fragment into different Khanates, which in time would largely be overcome by other nations, though the Mongol heartlands remained inviolate and the Yuan dynasty, descendants of Kublai Khan, continued to rule China. This list allows the formation of armies representing the conquest period (1206-1266) and the subsequent Ilkhanids (1251-1336) of the Middle East, the Jalayrids (1336-1432) in Iran, and the Jagatai (1267 to 1508) who continued in central Asia.

ARMY COMPOSITION

Conquest Period

Characters: Up to 25%

Heavy Cavalry: 30-60%

May take 0-1 unit of Guards for every 1,400 points.

The number of Heavy Cavalry models may not outnumber Light Cavalry models.

Mongol Light Cavalry: 20-50%

Auxiliary Cavalry: Up to 25%

Artillery: May have 0-1 artillery piece per 1,400 points

Allies & Mercenaries: Up to 25%: Steppe Nomads list (Turcomans)

Ilkhanids

Characters: Up to 25%

Heavy Cavalry: 30-60%

May take 0-1 unit of Guards.

The number of Heavy Cavalry models may not outnumber Light Cavalry models.

Mongol Light Cavalry: 20-50%

May not take Mangudai

Allies: Up to 25%: Steppe Nomads List: Must take 1+ unit of Turcoman Horse Archers. May also have allies from the Crusader List, and Arab infantry (use Muslim Infantry entry from the Muslim Indian list)

Jalarayids

Characters: up to 25%

May not take Naccara

Heavy Cavalry: 30-60%

May take 0-1 unit of Guards.

The number of Heavy Cavalry models may not outnumber Light Cavalry models.

Mongol Light Cavalry: 20-50%

May not take Mangudai

Allies: up to 25%: Must take at least one unit of Ghulams (use Khwarismian Cavalry from the Khwarismian list). May have up to one unit of Arab cavalry per 1400 points (use Tribal cavalry entry from Arab Caliphate list). May also take allies from the Steppe Nomad list (Turcomans).

Jagatai

Characters: Up to 25%

Heavy Cavalry: 30-60%

May take 0-1 unit of Guards for every 1,400 points.

The number of Heavy Cavalry models may not outnumber Light Cavalry models.

Mongol Light Cavalry: 20-50%

May not take Mangudai

Allies: May take 0-1 unit of Steppe Nomads: Turcoman Tribal Horse Archers per 1,200 pts

0-1 GENERAL

	M	W S	BS	S	T	W	I	A	LD	Pts
Mongol Khan	8	6	4	4	3	3	6	3	10	296
Orlok	8	5	4	4	4	3	6	3	9	196

The General has a hand weapon, light armour, thrusting spear, composite bow, shield, and half barding.
Army General. Expert Horseman. Stratagem. Veteran.

The Mongol Khan must be accompanied in battle by 1-4 Naccara kettledrummers.

SENIOR OFFICERS

	M	WS	B S	S	T	W	I	A	LD	Pts
Commander	8	5	4	4	4	2	5	2	8	110
Standard Bearer	8	4	4	3	4	2	5	2	8	122

A commander has a hand weapon, light armour, thrusting spear, composite bow, shield, and half barding.
Expert Horseman. Veteran.

A Standard Bearer has a hand weapon, light armour and shield, and half barding. *Army Standard Bearer. Veteran.*

Naccara

	M	W S	BS	S	T	W	I	A	LD	Pts
Kettle drummer	6	3	3	3	3	2	4	1	8	38

Equipment: Hand weapon, light armour, camel and Naccara (kettledrum). *Camels*. Each Naccara within 2" of the Khan increases his Ld range by 1".

Heavy Cavalry

	M	W S	BS	S	T	W	I	A	LD	Pts
Guards	8	5	4	3	3	1	4	1	8	46
Nokud	8	4	4	3	3	1	4	1	7	41

Equipment: Armed with a hand weapon, light armour, thrusting spear and composite bow. *Drilled. Open Order. Expert Horseman*. Guards have half barding and shield and are *Shock Cavalry*. Nokud (free warriors) may purchase shield (+2) and are *Eastern Shock Cavalry*.

Mongol Light Cavalry

	M	W S	B S	S	T	W	I	A	LD	Pts
0-1 Mangudai	8	4	4	3	3	1	4	1	8	38
Arad and Garachu	8	3	4	3	3	1	4	1	7	32

Equipment: Armed with hand weapon and composite bow. *Open Order. Drilled. Feigned Flight. Expert Horseman*. May have shield (+1). May be fielded as *Skirmishers* and *Nomad Cavalry* (+2); they are then no longer *Drilled*. Mangudai are *Frenzied* and, if fielded as *Skirmishers* and *Nomad Cavalry*, do not pay additional points, as they cannot use *Special Deployment*.

AUXILIARY CAVALRY

	M	W S	BS	S	T	W	I	A	LD	Pts
Auxiliaries	8	3	4	3	3	1	4	1	7	36

Auxiliaries are armed with a hand weapon, light armour, composite bow, throwing spear and shield. They are *Open Order* with *Feigned Flight* and *Expert Horseman*. They may be upgraded to *Nomad Cavalry*, *Skirmishers* (+4).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Ballista				4	5	2				32
Stone Thrower				6	5	2				62
Crew	4	3	3	3	3	1	3	1	7	

All crew have hand weapons. Light ballistas have 2 crew, stone throwers have 3 crew. An extra crewman may be purchased (+10). Crew may have light armour (+2).

86. MUSLIM INDIAN

1206 AD to 1526 AD

Muslim rule came to India with the conquering armies of Mahmud of Ghazni, who left his Indian possessions in the hands of a ghulam governor. After Mahmud's death the governor asserted his independence and founded the Delhi Sultanate. Power passed through the hands of several Turkic and later Afghan dynasties, the most notable being the Tughluq dynasty, that battled Timur and extended the Sultanate over the largest area, and the Lodi dynasty, that presided over its decline. Eventually the Sultanate fell to Babur, descendant of both Genghis Khan and Timur, who founded the Mughal Empire. As the Sultanate declined from its Tughluq peak, break-away regions formed independent Sultanates, the most famous being the Bahmani Sultanate of Western India.

ARMY COMPOSITION

Tughluq Sultanate

Characters: 0-25%

Cavalry: 25-100%: Only one unit of Hindu cavalry may be used.

Infantry: 0-25%: May not take handgunners.

Elephants and Artillery: up to one elephant per 700 points of the army total. There must be at least one elephant in the army.

Up to one rocket artillery base only.

Lodi Sultanate

Characters: 0-25%

Cavalry: 25-75%

Infantry: 10-50%: May not take handgunners.

Elephants and Artillery: Up to one rocket artillery base per 1400 points of the army total. Up to one elephant per 700 points of the army total. The general's elephant mount is not counted towards this maximum (i.e. in a 2,800 point army, there may be 4 elephants plus one ridden by the general). There must be at least one elephant in the army.

A maximum of one unit each of elite cavalry and horse archers may be used.

Bahmani Sultanate

Characters: 0-25%

Cavalry: 25-100%

Infantry: 0-50%: May have up to two units of handgunners.

Elephants and Artillery: Up to one elephant per 700 points of the army total. Up to one rocket artillery base per 1400 points of the army total.

Elephant crewmen may be armed with crossbows instead of bows at a cost of +2 pts per figure.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	4	3	4	3	6	3	9	154

The general has a hand weapon and light armour. *Army General*. If mounted on a horse, *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+1), heavy armour (+1), a thrusting spear (+3) and a horse (+14). The horse may have barding (+4pts). May be mounted on an elephant.

Indian generals were most commonly mounted on elephants, as they gave a good field of vision and were of course very imposing. Unfortunately this made them, as one enemy remarked, "a target for everyone"

and it was not unusual for generals to be shot from their mounts, causing the immediate end of hostilities! In an attempt to avoid this fate, a number of decoy fake generals would be used to confuse the enemy. To reflect this, elephant-mounted generals and characters and their elephant's crew may add +2 to their armour save, as if they were riding in a howdah.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	4	4	3	3	3	2	5	2	8	80
Standard Bearer	4	4	3	3	4	2	4	2	8	106

A commander has a hand weapon and light armour. If mounted on a horse, *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+1), heavy armour (+1), a thrusting spear (+3) and a horse (+14). The horse may have barding (+4pts). May be mounted on an elephant.

If no other Army General is taken, a single Commander may be made Army General (+50).

A Standard Bearer has a hand weapon and light armour. *Army Standard Bearer*. If mounted on a horse, *Eastern Shock Cavalry* and *Used to Elephants*. May have Shield (+2), heavy armour (+1), and a horse (+14). The horse may have barding (+4). May be mounted on an elephant.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Cavalry	8	4	3	3	3	1	4	1	8	34
Hindu Cavalry	8	3	3	3	3	1	3	1	7	19
Muslim Cavalry	8	3	3	3	3	1	3	1	7	29
Horse Archers	8	3	3	3	3	1	3	1	6	26

Elite Cavalry and Muslim Cavalry have hand weapon, light armour, thrusting spear and shield. *Eastern Shock Cavalry. Used to Elephants*.

Elite Cavalry may have cloth barding (+3), barding (+4) and heavy armour (+1).

Hindu Cavalry have hand weapon and shield. *Used to Elephants*. They may have light armour (+2) and a thrusting spear (+3) or javelins (+1).

Horse archers have hand weapon and composite bow. *Light Cavalry. Nomad Horsemen*. May have shield (+1). Up to one unit of horse archers may be taken for every two units of other cavalry.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hindu Archers	4	2	3	3	3	1	3	1	6	8
Hindu Spearmen	4	3	3	3	3	1	3	1	6	10
Muslim Infantry	5	3	3	3	3	1	3	1	6	10
Handgunners	4	3	3	3	3	1	3	1	6	11

Hindu Archers have a hand weapon and composite bow. *Open Order*.

Hindu spearmen have a hand weapon, throwing or thrusting spear and shield. *Open Order*.

Muslim Infantry have a hand weapon, throwing or thrusting spear and shield. *Light Infantry*.

May have javelins (+1) and may exchange spear for composite bow (free).

Handgunners have a hand weapon and handgun. *Open Order*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
--	---	----	----	---	---	---	---	---	----	-----

Elephant	6	4		7	6	6	3	4	4	170
Mahout		3	3	3	3	1	3	1	7	
Crew		3	3	3	3	1	3	1	7	

Mahouts have a hand weapon and light armour. The two crewmen have a hand weapon, heavy armour and javelins. May exchange javelins for composite bow (+1). *Elephant*. The crew ride on the elephant's back in this period.

ROCKET ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rocket launcher				4		2				50
Crew	4	3	3	3	3	1	3	1	7	

A launcher has a crew of two armed with improvised weapons. Up to 3 additional crew may be purchased (+10). *Rocket Artillery*.

87. ORDENSSTAAT 1211 AD to 1525 AD

This army list will allow you to build an army of the Order of the Teutonic Knights of St. Mary's Hospital in Jerusalem, from their transplantation to Eastern Europe in the early 13th century to the loss of their Prussian lands in the first half of the 16th century. The Teutonic Order fought many opponents during the 14th and 15th century. They faced the Mongols as part of the allied army at Liegnitz (though their involvement may only be later propaganda), Russians and Baltic peoples (Prussians and Lithuanians) during the bloody Northern Crusades, and the Poles in the 15th and 16th centuries.

It should be kept in mind that during its history the Order had very limited manpower, and battles that are today quite famous, such as the Battle of Lake Peipus, were only large skirmishes of very limited consequences. Even in the large battle of Tannenberg with the full involvement of the Ordenstaat, there were less than 500 brother-monks of the Order, the other combatants being guest crusaders and Prussian knights!

ARMY COMPOSITION

Early army (13th and 14th Centuries)

Characters: Up to 25%

Order Troops: Up to 50%

Crusaders: Up to 75%

Vassals: Up to 50%

Later army (15th and 16th Centuries)

Characters: Up to 25%

Order Troops: Up to 33%

Crusaders: At least 33%

Vassals: Up to 50%

Artillery: Up to 1 gun per 1400 points

0-1 HOCHMEISTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	7	5	3	4	4	2	5	2	10	257

Hand weapon, heavy armour and shield. Rides a warhorse. May have a lance (+6). The warhorse may have a cloth barding (+3) or (in a Late Army) a full metal barding (+4). *Army General. Veteran*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Commander	4	5	3	4	4	2	5	2	9	91
0-1 Standard Bearer	4	4	3	4	3	2	5	2	8	110

The Commander has a hand weapon, heavy armour and shield. *Veteran*. He may ride a warhorse (+16) that may have a cloth barding (+3) and if mounted, may have a lance (+6). If dismounted, he may have a double-handed weapon (+3). In a Late Army, he may have partial plate armour (+1) or a full plate armour (+2) and the warhorse may have full metal barding (+4).

The Standard Bearer has a hand weapon, heavy armour and shield. He may ride a warhorse (+16) that may have a cloth barding (+3) or (in a Late Army) a full metal barding (+4). *Army Standard Bearer. Veteran*.

ORDER TROOPS

0-2 Brother Knights

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	7	5	3	3	3	1	4	1	8	54
Dismounted	4	5	3	3	3	1	4	1	8	21

Mounted Brother Knights have a hand weapon, heavy armour, lance and shield, and ride warhorses.

Shock Cavalry. First Charge. Stubborn. Veteran. Warhorses may have cloth barding (+3). In late armies the warhorses may have full metal barding (+4).

Dismounted Brother Knights have a hand weapon and heavy armour. *Stubborn. Veteran*. They may have a shield (+1) and in late armies, partial plate armour (+1) or full plate armour (+2). They may have a thrusting spear (+2) or double-handed weapon (+3).

Brother Knights may re-roll any failed Panic test.

Other Troops

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turkopolen	8	3	3	3	3	1	3	1	6	22
Infantry	4	3	3	3	3	1	3	1	7	13

Turkopolen have a hand weapon, light armour, throwing or thrusting spear and shield. They may have heavy armour (+1) or exchange throwing spear and shield for light crossbows (-2).

Infantry have a hand weapon, light armour, thrusting spear and shield. They may have heavy armour (+1) or in late armies, partial plate armour (+2). They may exchange thrusting spear and shield for crossbows (+1) and if equipped with crossbows may (in late armies) have pavise (+2).

Infantry may be *Stubborn* (+3). If equipped with crossbows, they are *Open Order*.

CRUSADERS

KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Crusader	8	4	3	3	3	1	4	1	7	46
Dismounted Crusader	4	4	3	3	3	1	4	1	7	14

Mounted Crusaders have a hand weapon, heavy armour, lance and shield, and ride warhorses. They are subject to *Warband* rules #1 and 3. *First Charge. Shock Cavalry*. Warhorses may have cloth barding (+3). In late armies the warhorses may have full metal barding (+4).

Dismounted Crusaders have a hand weapon and heavy armour. They are subject to *Warband* rules #1 and 3. They may have shield (+1) and in late armies, partial plate armour (+1) or full plate armour (+2). They may have thrusting spear (+2) or double-handed weapon (+3).

SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sergeants	4	3	3	3	3	1	3	1	6	12
Crusading Infantry	4	3	3	3	3	1	3	1	6	12

Sergeants have a hand weapon, light armour, thrusting spear, and shield. They may be mounted on horses (+10).

Crusading Infantry have a hand weapon, light armour, thrusting spear and shield. They may exchange thrusting spear and shield for crossbow (+1) or (in late armies) handguns (+1). If equipped with crossbows they may (in late armies) have pavise (+2).

Crusading Infantry with crossbows are *Open Order*. Crusading Infantry with handguns are *Skirmishers*.

VASSALS

All these units are *Unreliable* and *Levies*. They may never be led by any character.

NATIVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Native Foot	5	3	3	3	3	1	3	1	4	6
Native Cavalry	8	2	3	3	3	1	3	1	6	15

Native foot have *Mixed Weapons* and shield. *Light Infantry*. *Warband* rule #5. May exchange *Mixed Weapons* and shield for hand weapon and composite bow (-1).

Native Cavalry have *Mixed Weapons* and shield. *Light Cavalry*. *Feigned Flight*. May exchange *Mixed Weapons* and shield for hand weapon and composite bow (+1). They then become *Expert Horsemen*.

COLONISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Colonist	5	3	3	3	3	1	3	1	5	9

Colonists have a hand weapon, thrusting spear and shield. *Warband* rule#5. They may exchange thrusting spear and shield for composite bow (-1), becoming *Light Infantry*.

88. MEDIEVAL SPANISH

1250 AD to 1492 AD

After the Christian victory at the battle of Las Navas de Tolosa the Muslim territories in Spain were confined to the south, around Granada. Three major kingdoms were sharing the peninsula: Castile, Aragon and Portugal. These kingdoms soon struggled for supremacy, with Castile and Aragon being opposed during the Castilian War of Succession in the 14th century, and later the Portuguese War of Succession saw Castile taking arms against the rival kingdom. The armies that fought in the Spanish peninsula were an exotic mix of Western influence (brought by the French and English when they took part in the struggle for the throne of Castile) and Muslim warfare, shown by the extensive use of light cavalymen, the Jinetes. With the unification of the royal houses of Castile and Aragon upon the marriage of Isabella to Ferdinand, peace was restored in Spain, and all attentions focused on the Muslim territories, whose days were now numbered.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 50%

Artillery: Up to one gun per every 1200pts.

Some units are only available to certain kingdoms. Units labelled (A) are only available to armies of Aragon, (C) units are only available to armies of Castile, (P) to Portuguese armies and (KS) to the armies of the reunited Kingdom of Spain.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	3	4	4	3	5	2	9	172

The General rides a warhorse and has a hand weapon, partial plate armour, lance and shield. *Army General*. May have cloth barding (+3) or barding (+4). In a Portuguese army, may dismount (-19, movement reduced to 4) replacing lance with double handed weapon. If dismounted, may have full plate armour (+1).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	5	3	4	4	2	5	2	8	110
0-1 Army Standard	8	4	3	4	3	2	5	2	8	125

A Captain rides a warhorse and has a hand weapon, partial plate armour, lance and shield. May have cloth barding (+3) or barding (+4). In a Portuguese army, may dismount (-19, movement reduced to 4) replacing lance with double handed weapon. If dismounted, may have full plate armour (+1).

The Standard bearer rides a warhorse and has a hand weapon, partial plate armour and shield. *Army Standard Bearer*. May have cloth barding (+3) or barding (+4). In a Portuguese army, may dismount (-16, movement reduced to 4) and may have full plate armour (+1).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	4	3	3	3	1	4	1	8	49
Jinetes	8	3	3	3	3	1	3	1	7	26
Hermindades Cavalry (C)	8	2	2	3	3	1	2	1	6	20

Mounted Knights ride warhorses and have a hand weapon, partial plate armour, lance and shield. *Shock Cavalry. First Charge*. May have cloth barding (+3) or barding (+4). Every third unit may be upgraded to Military Order Knights (+4). Military Order Knights are *Stubborn*, *Veteran* and subject to *Warband* rules#1 and 3.

Jinetes have hand weapon, throwing spear, javelins and shield. *Light cavalry. Feigned Flight*. May have light armour (+2).

Hermindades Cavalry have hand weapon, light armour, thrusting spear, javelins and shield. May replace thrusting spear, javelins and shield with light crossbow (-4) and become *Skirmishers*.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismounted Knight (P)	4	4	3	3	3	1	4	1	8	16

Dismounted Knights have hand weapon, partial plate armour and shield. They may have full plate armour (free) and double handed weapons (+3). May be *Riding Horses* (+1) and *Stubborn* (+3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mesnadas	4	3	3	3	3	1	3	1	7	10
Hermindades (C)	4	2	2	3	3	1	3	1	6	8
Santa Hermindad (KS)	4	3	3	3	3	1	3	1	7	12
Skirmishers	5	2	3	3	3	1	3	1	6	7
Almughavars (A)	5	3	3	3	3	1	3	1	7	15

Mesnadas have hand weapon, light armour and buckler. May replace buckler with either thrusting spear and shield (+3), halberd (+2), composite bow (+2) or crossbow (+4). *Light Infantry* if equipped with composite bow or crossbow.

Hernandades have hand weapon, thrusting spear and shield. May have light armour (+2) and may replace thrusting spear and shield with crossbow (+1). *Light Infantry* if equipped with crossbow.

Santa Hermandad have hand weapon, pike and buckler. May have light armour (+2). *Medieval Phalanx*.

Skirmishers have improvised weapon and sling. May replace sling with light crossbow (+1), composite bow (+1) or crossbow (+3). Every third unit may replace sling with handgun (+3). *Skirmishers*.

Almughavars have a hand weapon, throwing spear, javelins and buckler. *Feigned Flight. Light Infantry*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	8	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2).

ALLIES

Castilian armies may have up to 50% of Medieval French or Nasrid Kingdom of Granada allies.

Aragonese armies may have up to 33% of Medieval English or Nasrid Kingdom of Granada allies.

Portuguese may have up to 33% of Medieval English allies. The Spanish Kingdom may have up to 20% of Nasrid Kingdom of Granada allies.

89. MAMLUKS

1250 AD to 1517 AD

The Ayyubid Sultanate of Egypt and the Middle East formed a new Ghulam slave force, the Mamluks, in the 13th century by recruiting large numbers of Turks available due to the Mongol incursions into Khwarizmian and Kipchak lands. After defeating the last Christian crusade, the Mamluks took control of the Sultanate. They defied the Mongols, and were lucky that the return to Asia of most of the Mongol army upon the Khan's death left them facing only two tumans, which they managed to defeat at Ain Jalut. The following year they defeated the Mongols again at Homs, and took Syria. They remained a potent force until defeated and subjected by the Ottoman Turks.

ARMY COMPOSITION

Characters: 0-25%

Mamluks: At least 25%

0-1 unit of Sultan's Mamluks may be taken for every 1,200 points.

There must be more units of Amir's Mamluk units than there are units of Sultan's Mamluks.

One skirmishing unit of mounted Amir's Mamluks may be taken for every unit of formed and mounted Amir's Mamluks.

Cavalry: At least 25%

One skirmishing unit of mounted Halqa may be taken for every unit of formed Halqa, whether mounted or dismounted.

Infantry: 0-25%

Artillery: Up to one artillery piece per 1,200 points

Allies: 0-25% of the point value of the army.

Steppe Nomads (Turcomen)

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
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General	8	6	6	4	4	3	6	3	9	174
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The General has a hand weapon, light armour, composite bow and shield. Army General. May have a thrusting spear (+3), heavy armour (+1) and cloth (+3) or lamellar (plate) barding (+4).

OTHER CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amir	8	5	5	4	3	2	5	2	8	102
0-1 Army Standard	8	4	3	4	4	2	4	2	8	118

An Amir has a hand weapon, light armour, composite bow and shield. May have a thrusting spear (+2), heavy armour (+1) and cloth (+3) or lamellar (plate) barding (+4).

The Army Standard Bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May have heavy armour (+1) and cloth (+3) or lamellar (plate) barding (+4).

MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sultans Mamluks	8	4	4	3	3	1	4	1	8	43
Amirs Mamluks	8	4	4	3	3	1	4	1	7	37

Sultan's Mamluks have a hand weapon, light armour, composite bow, thrusting spear and shield. *Eastern Shock Cavalry. Feigned Flight*. May have heavy armour (+1), and either cloth barding (free) or lamellar (plate) barding (+1), but then lose *Feigned Flight*. May be *Veteran* (+1).

May be fielded dismounted (-14), as *Close Order* and *Stubborn*, and may then have partial plate armour (+2) and halberd (+2).

Amir's Mamluks have a hand weapon, composite bow and shield. *Skirmishers. Nomad Cavalry*. May have both light armour and thrusting spear (+6) or neither; if these upgrades are taken, the Mamluks become *Open Order* with *Eastern Shock Cavalry, Feigned Flight, Expert Horseman*.

May be fielded dismounted (-18) as *Close Order* and may then have halberd (+2).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halqa	8	4	3	3	3	1	4	1	7	33
Syrians	8	3	3	3	3	1	4	1	7	23

Halqa have a hand weapon, composite bow and shield. *Skirmishers. Nomad Cavalry*. May have thrusting spear (+3). May have light armour (+1) or heavy armour (+2), in which case they become *Open Order, Eastern Shock Cavalry* with *Feigned Flight*.

May instead be taken dismounted (-17) as *Open Order* and *Riding Horses*. They may then have halberd (+2).

Syrians have a hand weapon and shield. *Feigned Flight*. May have light armour (+2), javelins (+1) or composite bow (+2), and thrusting spear (+2) or throwing spear (+3).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	4	2	3	3	3	1	3	1	6	10
Skirmishers	4	3	3	3	3	1	4	1	8	11
0-1 Crossbowmen	4	3	3	3	3	1	3	1	7	12
Handgunners	4	2	3	3	3	1	3	1	6	10
Tribal Infantry	5	2	2	3	3	1	3	1	6	5

Infantry have a hand weapon, thrusting spear and large shield. May form *Combined Formations* in which up to half the figures exchange spear and shield for composite bow and buckler (-2) and form the rear ranks. Infantry that convert to bows may alternatively be fielded alone as *Skirmishers*.

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers*.

Crossbowmen have a hand weapon and crossbow. *Light Infantry*. May have light armour (+2) in which case are *Open Order*.

Handgunners have a hand weapon and handgun. *Light Infantry*. May have light armour (+2) in which case are *Open Order*.

The army may take 0-1 handgunner unit from 1400 to 1490. After 1490, May take 0-1 handgunner unit per 900 pts.

Tribal Infantry have a hand weapon, javelins and shield. *Warband*. May have light armour (+2) and thrusting spear (+2).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Bolt Thrower				5	5	2				42
Cannon				7	6	3				82
Stone Thrower				6	5	2				62
Crew	4	3	3	3	3	1	3	1	6	

All crew have hand weapons. The machines have 3crew, and up to 2 extra crewmen may be purchased (+10 each). Crew may have light armour (+2).

90. MEDIEVAL BALKAN STATES

1268 AD to 1527 AD

The peoples of the Balkans struggled for independence, first from Byzantium and later from the Ottoman Turks, a struggle that ultimately proved futile. It has always been an area of complex politics and the states fought against and allied with each other in constantly shifting patterns.

ARMY COMPOSITION

Bulgaria (1280-1396)

Characters: Up to 25%

Cavalry: At least 50%. Retainer Units cannot outnumber Noble units. Must have at least 2 horse archer units.

Infantry: Up to 25%.

Allies and Mercenaries: Up to 25%.

Albanian (1286-1479)

Characters: Up to 25%

Cavalry: 33%- 75%. Stradiots only.

Infantry: Up to 50%. Must take at least 2 units of Archers, which are Ld7 (+1). These may upgrade to crossbow or handgun (+2). Spearmen exchange thrusting spear for halberd (free).

Allies and Mercenaries: Up to 25%.

Serbia (1282-1459)

Characters: Up to 25%. May not take composite bows.

Cavalry: 25%- 50%.

Infantry: Up to 50%. After 1340 every second unit of archers may upgrade to crossbows or handguns (+2). Spearmen may have heavy armour (+1) and halberd (free).

Allies and Mercenaries: Up to 25%.

Moldavia & Walachia (1330-1508)

Characters: Up to 25%. May not take composite bows.

Cavalry: 25%- 50%. May have 0-1 unit of Nobles, who may not take composite bows. All Retainers are either WS4 (+2) and may then have composite bows (+2), or are WS3, *Riding Horses* (-13) and may have two handed weapons (+1) and be *Stubborn* (+3).

Infantry: Up to 75%. Spearmen may have heavy armour (+1) and exchange thrusting spear for halberd or composite bow (free). May be *Riding Horses* (+1).

Allies and Mercenaries: Up to 25%.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	6	4	4	3	5	3	9	168

The General rides a horse and has a hand weapon, heavy armour and shield. *Army General*.

May have composite bow (+4) and thrusting spear (+3). May have partial plate armour (+1), half barding (+2) or cloth barding (+3), and may upgrade to warhorse (+7). Alternatively may dismount with two handed weapon (-6).

An Albanian General may have may have the *Stratagem* rule (+20). After 1440 Serbian and Albanian Generals may have full plate armour (+2), barding (+4) and lance (+6).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	8	4	4	4	3	2	5	2	8	95
0-1 Army Standard	8	4	3	3	4	2	5	2	8	118

A Captain rides a horse and has a hand weapon, heavy armour and shield. May have composite bow (+4) and thrusting spear (+3). May have partial plate armour (+1), half barding (+2) or cloth barding (+3), and may upgrade to warhorse (+7). Alternatively may dismount with two handed weapon (-6). After 1440 Serbian and Albanian Captains may have full plate armour (+2), barding (+4) and lance (+6).

The Standard bearer rides a horse and has a hand weapon, heavy armour and shield. *Army Standard Bearer*. May have partial plate armour (+1), half barding (+2) or cloth barding (+3), and may upgrade to warhorse (+7). Alternatively may dismount (-9). After 1440 Serbian and Albanian Standard Bearers may have full plate armour (+2) and barding (+4).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nobles (B,S,M)	8	4	4	3	3	1	4	1	8	34
Retainers (B,S,M)	8	3	3	3	3	1	3	1	7	26
Stradiots (A)	8	4	3	3	3	1	4	1	8	32
Horse Archers (B,S,M)	8	2	3	3	3	1	3	1	6	26

Nobles ride horses and have a hand weapon, heavy armour and shield. *Eastern Shock Cavalry*. They may have composite bow (+4), thrusting spear (+3) and half barding (+2) or cloth barding (+3). One unit may be *Stubborn* (+3). Serbian nobles may have lance (+11) and if so have *First Charge*. After 1440 Serbian nobles may have barding (+4).

Retainers ride horses and have a hand weapon, light armour and shield. *Eastern Shock Cavalry*. May have thrusting spear (+3). Serbian and Moldavian retainers may have heavy armour (+1). Serbian retainers may have lance (+4) but then become *Shock Cavalry*.

Stradiots ride horses and have a hand weapon, thrusting spear and shield. *Skirmishers. Feigned Flight. Parthian Shot.* May have composite bow or light crossbow (+2), and light armour (free) in which case become *Open Order* and lose *Parthian Shot*. If *Open Order*, may have lance (+6) or javelins (+1). Horse Archers have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.* May have shield (+1) and thrusting spear (+3). Serbian and Moldavian horse archers are WS3 and have a thrusting spear (-3); they are *Expert Horsemen* rather than *Nomad Cavalry*. They may have light armour (+2) and become *Open Order*.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen (A,B,S)	4	3	3	3	3	1	3	1	7	13
Archers (A, B,S,M)	4	2	3	3	3	1	3	1	6	9
Peasants (B)	5	2	2	3	3	1	3	1	6	6
Skirmishers (A,B,S)	5	2	3	3	3	1	3	1	5	8

Spearmen have a hand weapon, light armour, thrusting spear and shield.

Archers have a hand weapon, composite bow and shield. *Open Order*. May have light armour (+2).

Peasants have a hand weapon and shield. *Open Order*. May have light armour (+2), javelins (+1) and thrusting spear (+2).

Skirmishers have a hand weapon, composite bow and shield. *Open Order*. May alternatively form as *Skirmishers* (-1). Albanian Skirmishers must exchange composite bow for javelins (-1); Serbian Skirmishers may do so. Both must be *Skirmishers*.

In Bulgar armies, Spearmen and Archers, and Peasants and Skirmishers, may form *Combined Formations* with up to 50% missile troops.

ALLIES AND MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tartars (B)	8	3	3	3	3	1	4	1	7	30
Men at Arms (A,S)	8	4	3	3	3	1	3	1	7	40

Tartars have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.* May take shield (+1) and thrusting spear (+3). May also have light armour (-2), in which case become *Open Order* with *Feigned Flight* and *Expert Horseman*.

Men at arms ride warhorses and have a hand weapon, heavy armour, lance and shield. *Shock Cavalry.* May have partial (+1) or full plate (+2) and cloth barding (+3). May instead dismount with two handed weapon (-22).

Serbian armies may field horse archers from the cavalry section, paying points from the Allies and Mercenaries section.

In addition armies may take allies from the following lists:

Albania: Bulgaria (until 1396) Serbia (until 1458), Later Byzantine, Medieval Italian

Bulgaria: Serbia, Walachia, Later Byzantine

Serbia: Albania (1371-1459), Bulgaria (until 1396) Byzantine (to 1340), Ottoman Turks (not Janissaries), Walachians (from 1330).

Moldavia & Walachia: Bulgaria, Hungarian, Later Polish, Ottoman Turks, Serbia.

91. OTTOMAN TURKS

1281 AD to 1526 AD

The Ottomans were a Turkic tribe displaced by the irruption of the Mongols into central Asia and the Middle East. They settled in Anatolia, in the power vacuum left by the final collapse of the Seljuk Sultanate of Rum, where their position as the closest active Muslim power to the Christian Byzantines attracted large numbers of warriors to fight for the faith. The Ottomans captured territory and allocated it to tribal chiefs as a reward, thus ensuring a constant inflow of ambitious men and an ongoing programme of conquest. They swept unstoppably over Byzantium's Asian lands and on into the Balkans. Soon Byzantium was isolated and successive attempts by the Serbs, Albanians, Hungarians and others failed to dislodge them. The Empire faltered briefly when Sultan Bayezid was defeated and captured by Timur in 1402, but soon resumed its progress. By the end of our period it had defeated the Mamluks and ruled from North Africa to central Asia, with the entire Balkans held in a grip that would not slacken for centuries.

The list can be used to create two variants of the army, the early period of rapid expansion, and the later army incorporating the Janissary corps.

ARMY COMPOSITION

Early Army

Characters: Up to 25%: 1 Imam for every unit of Tribal Infantry. May not take Bandsmen.

Cavalry: At least 50%: Up to 1 unit of Feudal Horse per 1,200 points. Must take at least one unit each of horse archers and regular cavalry.

Infantry: Up to 50%: Tribal Infantry is restricted to 1 unit per 1,200 points

Guards and Janissaries: None

Artillery: Up to 1 stone thrower per 1,400 points only

Vassals: Up to 10% may be spent on Scouts only

Allies & Mercenaries: Up to 25%: Later Byzantine

Later Army

Characters: Up to 25%: May not take Imams.

Cavalry: At least 25%: Must take at least one unit each of feudal horse and horse archers.

Infantry: Up to 35%: Only 1 unit of Tribal Infantry may be taken.

Guards, Janissaries and Artillery: Up to 40%: Up to one artillery piece per 900 points. The army may also take a Wagon Tabor of up to 6 wagons paid for out of this section and manned by Janissaries.

Vassals: Up to 50% : 0-2 units of Balkan horse archers, 0-2 units of Tartars

Allies & Mercenaries: Up to 25%: Late Byzantine, Medieval Balkan States (Moldavia/Walachia)

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Padishah	4	3	4	3	3	2	4	2	10	236
General	4	5	3	4	4	3	5	2	9	151

The Army General has a hand weapon, light armour, composite bow and shield. *Army General*. May have a thrusting spear (+2) or halberd (+2). May have heavy armour (+1). May ride a horse (+9) and this may have cloth barding (+3).

Late army: The General may have partial plate armour (+2) and his horse may have plate barding (+4).

OTHER CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	5	4	3	2	5	2	8	91
0-1 Army Standard	4	4	3	4	4	2	4	2	8	108
Bandsmen	4	3	3	3	3	2	4	1	8	54
Imam	5	3	2	3	4	2	3	1	6	83

A Noble has a hand weapon, light armour, composite bow and shield. May have a thrusting spear (+2) or halberd (+2). May have heavy armour (+1). May ride a horse (+9) and this may have cloth barding (+3).

Late army: May have partial plate armour (+2) and the horse may have plate barding (+4).

The Standard bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. May have heavy armour (+1). May ride a horse (+9) and this may have cloth barding (+3).

Late army: May have partial plate armour (+2) and the horse may have plate barding (+4).

A Bandsman has a hand weapon and light armour. May ride a horse (+9) or camel (+6) which may have cloth barding (+3). May have heavy armour (+1). In late armies, may have partial plate armour (+2).

Each bandsman forming part of a unit led by the General increases the General's Ld radius by 1". The unit is immune to panic.

An Imam has a hand weapon and light armour. *Warband. Frenzy*. May have heavy armour (+1), shield (+1) and halberd (+2).

The Imam must lead a unit of Tribal Infantry. The unit gains *Frenzy*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Feudal Horse	8	3	4	3	3	1	4	1	8	36
Regular Cavalry	8	3	3	3	3	1	3	1	7	25
Horse Archers	8	2	3	3	3	1	3	1	6	26

Feudal Horse have a hand weapon, composite bow, thrusting spear and shield. *Eastern Shock Cavalry*. May have light armour (+2) or heavy armour (+3).

Regular Cavalry have a hand weapon and composite bow. *Feigned Flight. Expert Horsemen*. May have light armour (+2), thrusting spear (+3) and shield (+1).

Horse archers have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry*. May have javelins (+1) and shield (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	5	2	3	3	3	1	3	1	5	5
Tribal Infantry	5	2	3	3	3	1	2	1	5	3

Infantry have a hand weapon. *Warband rules 5 & 6*. May have shield (+1), and thrusting spear (+2) or halberd (+2). May have javelins (+1) or composite bow (+2). In later armies, 0-1 bow –armed unit may upgrade to handgun (+2) but may not then have shield.

Units armed with missile weapons are *Light Infantry*. Other units may have *Tethered Camels* (+1) and may take *Stakes* (+1).

Tribal Infantry have a hand weapon, javelins and buckler. *Warband*. May have shield (+1).

GUARDS AND JANISSARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard Cavalry	8	4	4	3	3	1	4	1	8	42
Janissaries	5	4	3	3	3	1	4	1	8	16

Guard Cavalry have a hand weapon, light armour, composite bow, thrusting spear and shield. *Drilled. Eastern Shock Cavalry*. May have heavy armour (+1) and cloth barding (+3) or barding (+4). May be *Stubborn* (+3) and *Veteran* (+1).

Janissaries have a hand weapon and either composite bow or halberd. *Drilled*. May have light armour (+2) or heavy armour (+3), and Shield (+1). May have halberd (+2) in addition to composite bow. In early armies, one unit may exchange composite bow for crossbow (+2). In later armies, all units may do so, and up to half may instead exchange for handgun (+2). May have *Tethered Camels* (+1) and may take *Stakes* (+1). May be *Stubborn* (+3) and *Veteran* (+1).

Troops armed with halberd may form in Combined Formations with those armed with composite bow. In late armies, one unit armed with composite bows and halberds may be upgraded to Guard Archers (“Solaks”) who are WS5, BS4, for +6 points each. This must be the smallest Janissary unit in the army.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon				7	6	3				82
Mortar				5	5	3				52
Stone Thrower				6	5	2				62
Crew	4	3	3	3	3	1	3	1	7	

All crew have hand weapons. The machines have 3 crew, and up to 2 extra crewmen may be purchased (+10 each). Crew may have light armour (+2).

VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Serbian Knights	8	4	3	3	3	1	4	1	8	48
Balkan Foot	4	3	3	3	3	1	3	1	7	10
Scouts	5	2	3	3	3	1	3	1	5	6
Horse archers	8	2	3	3	3	1	3	1	6	26
Tartars	8	3	3	3	3	1	3	1	6	27

Serbian Knights have a hand weapon, heavy armour, lance, shield and warhorse. *Shock Cavalry. First Charge.*

May have partial or full plate armour (free) and either cloth barding (+3) or barding (+4).

Balkan Foot have a hand weapon, and light armour. May have heavy armour (+1), a shield (+1), javelins (+1) and either thrusting spear or halberd (+2).

Scouts have a hand weapon and javelins. *Skirmishers.* May have a shield (+1) and exchange javelins for composite bow (+1).

Horse archers have a hand weapon and composite bow. *Nomad Cavalry. Skirmishers.* May have a shield (+1) and thrusting spear (+2).

Tartars have a hand weapon and composite bow. *Nomad Cavalry. Skirmishers.* May have a shield (+1) and thrusting spear (+2). May have light armour (free) in which case they are *Open Order*.

92. SWISS

1291AD-1495AD

This army list allows you to build the Swiss army that fought the Austrians, the French and the Burgundians during the 14th and 15th centuries. The Swiss confederacy was born in the end of the 13th century as an answer to the tensions and conflicts with the Austrian ruling dynasty. During the 14th century the cantons repelled all Austrian invasions, defeating army after army. After the defeat at Aberdo in Italy in the early 14th century, the Swiss infantry adopted pikes, creating the mighty phalanxes that would make their reputation. At the point of the pikes, they defeated Charles the bold, Duke of Burgundy, and were considered as the best infantry of Medieval Europe.

ARMY COMPOSITION

Swiss: At least 75%

Skirmishers: Up to 25%

Knights: Up to 20%

Artillery: Up to one Cannon per every 1200pts.

COMMAND

The following upgrades may be bought for any Swiss army, but not for Swiss units taken as Allies by other armies.

Gewalthut: You may upgrade one of your *Close Order* units as the *Gewalthut* for +50 pts. No other unit in the army may be larger than the *Gewalthut*. As long as the *Gewalthut* is formed, and not fleeing, destroyed or off the table, the following benefits are gained:

- Any Swiss unit within 8'' of the *Gewalthut* gains +1 Ld. Note that this includes the *Gewalthut* itself and skirmishers.
- The *Gewalthut* counts as an Army Standard Bearer for all units within 12''. It also adds +1 to its own combat results as if it had an Army Standard.
- If destroyed, the *Gewalthut* counts as being the General and the Army Standard of the army for Victory Point and Army Break Points purposes. Its destruction provokes a Panic Test for the whole army as when the *Army General* is killed.

Vorhut: You may upgrade a second of your *Close Order* units as the *Vorhut* for +30 pts. As long as the *Vorhut* is formed, and not fleeing, destroyed or off the table, the following benefits are gained:

- Any Swiss Skirmisher unit within 8'' and in the arc of vision of the *Vorhut* unit gains the *Feigned Flight* special rule.

Nachhut: You may upgrade a third of your *Close Order* units as the *Nachhut* for +20 pts. As long as the *Nachhut* is formed, and not fleeing, destroyed or off the table, the following benefits are gained:

- If the *Nachhut* is within 8'' of another Swiss *Close Order* unit, and completely in its rear arc, that unit may re-roll any failed Panic test.

SWISS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikemen	4	4	3	3	3	1	4	1	8	19
Halberdiers	4	4	3	3	3	1	4	1	8	17

Pikemen have hand weapon and pike. *Stubborn. Medieval Phalanx*. They may have light armour (+2) or heavy armour (+3).

Halberdiers have hand weapon and halberd. *Stubborn*. They may have light armour (+2) or heavy armour (+3).

Any unit of halberdiers may be designated as Open Order (free). These units lose their *Stubborn* special rule, but have an increased Movement of 5 and gain the *Ambush* special rule. The number of *Open Order* halberdiers units may not exceed the number of units of Swiss *Close Order* foot.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot	5	3	3	3	3	1	3	1	7	10
Mounted	8	3	3	3	3	1	3	1	7	20

Foot skirmishers have hand weapon and light crossbow. *Skirmishers*. Every second unit may exchange light crossbow for handgun (+2). Any Foot skirmisher unit may have the *Ambush* special rule (+20).

Mounted Skirmishers have hand weapon and light crossbow. *Skirmishers*. They may have light armour (+2).

KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	4	3	3	3	1	4	1	7	48
0-1 Commander	8	5	3	4	4	2	5	2	8	112

Knights have a hand weapon, full plate armour lance, shield, and warhorse. *Shock Cavalry. First Charge. Unreliable.* The warhorses may have full metal barding (+4).

The Commander has a hand weapon, full plate armour, lance, shield and warhorse. The warhorse may have full metal barding (+4). The Commander is a character but must lead and may not leave a unit of Knights. That unit is not *Unreliable* while the Commander remains alive.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	4	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. . The crew have a hand weapon and may have light armour (+2).

93. MEDIEVAL ENGLISH 1296AD-1453AD

This list covers the English medieval armies, from the reign of Edward I and the wars against Scotland to their defeat at Castillon during the Hundred Years War. This period is famous for the predominance of the English armies over all their enemies (France, Scotland and Wales), thanks to their supreme mastery of the longbow. The army adopted the controversial deployment in Herce, based on a close collaboration between the men at arms and the archers which resulted in the crushing victories at battles like Crecy, Poitiers and Agincourt. Most of the army was mounted but dismounted prior to battle.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 25%

Men at Arms: Up to 50%

Archers: At least 50%

Artillery: Up to one Cannon per every 1200pts.

Allies & Mercenaries: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King of England	4	6	3	4	4	3	5	2	10	252
0-1 General	4	6	3	4	4	3	5	2	9	151

The General and The King have a hand weapon and partial plate armour. *Army General.* May have shield (+1), double handed weapon (if dismounted) (+3), and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6). May have *Stratagem* (+20).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	3	4	4	2	5	2	8	88
Standard Bearer	4	4	3	3	4	2	4	2	8	108

A Captain has a hand weapon and partial plate armour. May have shield (+1), double handed weapon (if dismounted) (+3) and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6). Any Captain may be upgraded to Ld9 (+2).

The Standard Bearer has a hand weapon and partial plate armour. *Army Standard Bearer.* May have shield (+1) and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+4).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knights	8	3	3	3	3	1	4	1	8	40
Hobilar	8	3	3	3	3	1	3	1	6	20

Knights have hand weapon, partial plate armour, lance and shield. *Shock Cavalry. First Charge.* May be mounted on a warhorse (+7) that may have cloth barding (+3).

Hobilar have hand weapon, thrusting or throwing spear and shield. *Light Cavalry.* May have light armour (+2). One unit of Hobilar may be upgraded to Irish Horse (+3). Irish Horse may not take light armour, but have *Feigned Flight*.

MEN AT ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knights	4	4	3	3	3	1	4	1	8	17
Foot soldier	4	3	3	3	3	1	3	1	7	10

Knights have a hand weapon, shield and partial plate armour. May have double handed weapon (+3) and full plate armour (+1). May be *Veteran* (+1), and *Stubborn* (+3). May be *Riding Horses* (+1).

Foot soldiers have a hand weapon and thrusting spear. May have shield (+1) and light armour (+2). May exchange thrusting spear for halberd (free) and may then have heavy armour (+3).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	3	3	3	1	3	1	7	11
Seasoned Archer	4	3	3	3	3	1	4	1	8	16
Levy Archer	4	2	3	3	3	1	2	1	5	6

Archers have hand weapon and longbow. *Open Order.* They may have a hand-and-a half sword (+2, counts as halberd), buckler (free) and light armour (+2). May be *Riding Horses* (+1) or have *Stakes* (+1). Seasoned Archers have hand weapon, light armour and longbow. *Open Order. Veteran.* They may have a hand-and-a half sword (+2, counts as halberd), and buckler (free). May have heavy armour (+1). May be *Stubborn* (+3). May be *Riding Horses* (+1) or have *Stakes* (+1). One unit may be mounted on horses (+9), but being unable to shoot with the longbow while mounted, may exchange it for a thrusting spear (free). *Seasoned Archers may use Massed Missiles even after moving. When using Massed Missiles, the first two ranks of the unit fire at full effect, with other ranks using Massed Missiles as usual. They may fire at chargers without suffering the usual -1 to hit penalty.*

Levy Archers have improvised weapon and longbow. *Open Order. Levies.* May not have a standard or musician. If the army includes Levy Archers, it may not include Seasoned Archers, or any Allies & Mercenaries.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Crew	4	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +X each. The crew have a hand weapon and may have light armour (+2).

ALLIES & MERCENARIES

Gascons & False French

All Gascons and False French are *Unreliable*, unless joined by an English character

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gascon Knight	8	4	3	3	3	1	4	1	8	42

Gascon Brigans	5	3	3	3	3	1	3	1	6	9
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Knights have hand weapon, partial plate armour, lance and shield. *Shock Cavalry. First Charge. Warband* rules#1 and 3. May be mounted on a warhorse (+7) that may have cloth barding (+3).

Brigans have hand weapon, buckler and light armour. They may have thrusting spear (+2), halberd (+2) or may exchange buckler for a light crossbow (+2). *Skirmishers* if equipped with light crossbows, *Open Order* if not.

If no Gascons or False French has been taken, the English may take allies from the Low Countries list.

94. MEDIEVAL SCOTLAND

1296AD-1500AD

This army list covers Scottish armies from the end of the 13th up to the end of the 15th century, before the universal adoption of the pike as the main fighting weapon of the Scottish foot soldier. During these two and a half centuries, the Scots waged war against their English neighbours in the Scottish Wars of Independence, usually unsuccessfully. The core of the Scots Common Army was the Schiltron a closely packed mass of spearmen, usually with men at arms stiffening the front ranks. The nobility after the disaster of Falkirk fought mostly dismounted, to protect themselves from the hail of arrows of the English enemy.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 25%

Infantry: At least 50%

Artillery: Up to one Cannon

Allies: Up to 10%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	4	6	3	4	4	3	5	2	9	152

The General has a hand weapon and partial plate armour. *Army General*. May have shield (+1), double handed weapon (if dismounted) (+3), and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	3	4	4	2	5	2	8	88
Standard Bearer	4	4	3	3	4	2	4	2	8	108

A Captain has a hand weapon and partial plate armour. May have shield (+1), double handed weapon (if dismounted) (+3) and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6).

The Standard Bearer has a hand weapon and partial plate armour. *Army Standard Bearer*. May have shield (+1), double handed weapon (if dismounted) (+3) and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knights	8	3	3	3	3	1	4	1	8	40
Border Horse	8	3	3	3	3	1	3	1	7	22

Knights have a hand weapon, partial plate armour, lance and shield. *Shock Cavalry. First Charge*. May have cloth barding (+3) and may be mounted on a warhorse (+7).

Border Horse have a hand weapon, thrusting or throwing spear and shield. May have light armour (+2).

INFANTRY

Schiltrons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	6	10
Men at Arms	4	3	3	3	3	1	4	1	8	17

Spearmen have hand weapon and thrusting spear. *Medieval Phalanx*. May have shield (+1) and light armour (+2).

Men at Arms have thrusting spear, heavy armour and shield. *Medieval Phalanx* if in Schiltron. May have partial plate armour (+1). May be *Stubborn* (+3).

The Schiltron is a Combined Unit made of at least 66% of spearmen and between 0% and 33% of Men at Arms. The Leader of the unit will always be a Man-At-Arms and the Standard and Musician will be Spearmen.

Dismounted Knights

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	4	4	3	3	3	1	4	1	8	16

Men at Arms have thrusting spear, heavy armour and shield. May have partial plate armour (+1) and exchange thrusting spear for a double-handed weapon (+1). May be *Stubborn* (+3) and may be *Riding Horses* (+1).

Light Foot

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	5	3	3	3	3	1	3	1	6	10
Archers	5	2	3	3	3	1	3	1	6	8

Infantry have hand weapon, thrusting spear and shield. *Open Order*. They may replace their thrusting spear and shield with either a double-handed weapon (free) or a halberd (-1). If no Schiltron or artillery has been taken in the army, may be *Riding horses* (+1).

Archers have hand weapon and composite bow. *Light Infantry*. They may have light armour (+2) and exchange composite bow for longbow (+1). If no Schiltron or artillery has been taken in the army, may be *Riding horses* (+1).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cannon										82
Crew	4	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon and 3 crew. You may add up to 3 additional crew for +10 each. . The crew have a hand weapon and may have light armour (+2).

ALLIES

The Scots may take allies from the Medieval French army list.

95. LOW COUNTRIES

1312AD-1453AD

This army list covers the Communal armies of Flanders from 1312 to 1453, the later date marked by the slaughter of the last rebellion in Ghent. The Flemish communes caused a shock wave across Europe with their victory over the previously invincible French chivalry at the battle of Courtrai in 1312. The key to their success was the pike phalanx, used much earlier than in Switzerland. Fiercely independent, the cities never stopped rebelling against their French and later Burgundian masters during the 14th and 15th centuries. Their early victories were overshadowed by the crushing defeats they suffered later.

ARMY COMPOSITION

Characters: Up to 25%
Cavalry: Up to 25%
Infantry: At least 50%
Mercenaries: Up to 25%

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 General	4	4	4	4	4	3	5	2	9	150

The General has a hand weapon and partial plate armour. May have shield (+1), double handed weapon (if dismounted) (+3), and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6). *Army General*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	4	3	4	4	2	5	2	8	86
Standard Bearer	4	4	3	3	4	2	4	2	8	108

A Captain has a hand weapon and partial plate armour. May have shield (+1), double handed weapon (if dismounted) (+3) and full plate armour (+1). May ride a warhorse (+16) that may be cloth barded (+3). If mounted may have a lance (+6).

The Standard Bearer has a hand weapon and partial plate armour. May have shield (+1) and full plate armour (+1). May ride a warhorse (+16) that may be barded (+3). *Army Standard Bearer*.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Burghers	8	3	3	3	3	1	4	1	8	34

Burghers have a hand weapon, shield and partial plate armour. Ride a horse. *Shock Cavalry. First Charge*. May have full plate armour (+1). May be mounted on a warhorse (+7) that may have cloth barding (+3). May have a lance (+6). May dismount (-17) and if dismounted, may have a double handed weapon (+3). Dismounted Burghers may be *Stubborn* (+3) and may be *Riding Horses* (+1).

INFANTRY

Communal Infantry

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikemen	4	3	3	3	3	1	3	1	6	11
Infantry	4	3	3	3	3	1	3	1	6	9
Crossbowmen	4	2	3	3	3	1	3	1	6	10

Pikemen have hand weapon and pike. *Medieval Phalanx*. They may have light armour (+2), heavy armour (+3) and up to one unit may have partial plate armour (+4) as pike armed burghers. In the first round of any combat that the pikemen initiated (either by charging or pursuing into a fresh enemy) the pikemen do not get the +1 combat bonus for being close order.

Infantry have hand weapon and halberd. *Open Order*. They may have light armour (+2).

Crossbowmen have hand weapon and crossbow. They may have light armour (+2) or heavy armour (+3). May have pavise (+2). Every second unit may exchange crossbow for handgun (free), composite bow or light crossbow (-2) but may not then take pavises. If equipped with light crossbow, may be mounted (+9). Crossbowmen are *Open Order*, handgunners and archers are *Skirmishers*.

White Hoods

	M	WS	BS	S	T	W	I	A	Ld	Pts
White Hoods	4	2	3	3	3	1	2	1	5	4

White Hoods have hand weapon and halberd. *Warband*. They may have light armour (+2).

Wagon tabor

The army may include a Wagon Tabor. Each Wagon Defender may exchange his composite bow for a crossbow (+2).

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
English Archers	4	3	3	3	3	1	3	1	7	16
Mercenary Knight	8	4	3	3	3	1	4	1	8	48

English Archers have hand weapon, light armour, longbow, half and a hand sword (counts as halberd) and buckler. *Veteran. Unreliable.* English Archers may use *Massed Missiles* even after moving. When using *Massed Missiles*, the first two ranks of the unit fire at full effect, with other ranks using *Massed Missiles* as usual. They may fire at chargers without suffering the usual -1 to hit penalty.

Mercenary Knights have hand weapon, lance, partial plate armour, shield and warhorse. *Shock Cavalry. First Charge.* The warhorse may have cloth barding (+3).

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld
Cannon									
Organ Gun									
Crew	4	2	3	3	3	1	3	1	6

An artillery unit is made of one Cannon or Organ Gun and 3 crew. It costs 82 pts and you may add up to 3 additional crew for +10 each. . The crew have hand weapon and may have light armour (+2).

The number of Cannons may not exceed the number of Organ Guns.

Unlike the usual restrictions, you may have up to one Artillery per every full 700pts of your army.

96. TIMURID

1360 AD to 1450 AD

Timur the Lame ranks alongside Alexander the Great and Genghis Khan as one of the few individuals to cause a total upheaval in the flow of world events; unlike the others, he left no lasting mark, creating chaos and destruction and no new social order. Beginning as a minor steppe chieftain, he set out on a campaign in 1376 against the Mongols and carried on campaigning for thirty years, overrunning most of the western Mongol Khanates, the Middle East and Northern India, defeating the Ottoman Turks, the Golden Horde, the Sultanate of Delhi and the Mamluks along the way. He imposed no real government on his subjects, and constantly had to return to put down rebellions. He died at the age of 69 while preparing to invade China. His heirs fell to fighting amongst themselves and the "Empire" fragmented into ever-weaker pieces. Timur's army contained the best troops of each category that he could obtain, and he is credited with a sophisticated divisional system far superior to any other form of command and control in existence at the time.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: At least 50%

Infantry: Up to 25%

Allies: Up to 33%

Elephants: Up to 1 per 1400 points (count in the Allies allocation above)

0-1GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Warlord	8	6	6	4	4	3	5	3	9	185
0-1 Aged Warlord	8	4	4	3	3	3	4	2	10	271

The General rides a horse and has a hand weapon, light armour, composite bow and shield. *Army General. Eastern Shock Cavalry. Expert Horsemen. Feigned Flight. Parthian shot.* May have heavy armour (+1), thrusting spear (+2) and cloth barding (+3). May take lance (+1) if so loose *Feigned Flight* and *Parthian shot*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amir	8	4	5	4	3	2	5	2	8	108
Standard Bearer	8	4	3	3	4	2	4	2	8	126

All ride a horse and have a hand weapon, light armour and shield. *Eastern Shock Cavalry. Feigned Flight. Parthian Shot.* Amirs are *Expert Horsemen* and may have composite bow, (+4), thrusting spear (+3), heavy armour (+1) and cloth barding (+3). May take lance (+1) if so loose *Feigned Flight* and *Parthian Shot*. The Standard Bearer may have heavy armour (+1) and cloth barding (+3). *Army Standard Bearer.*

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
2+ Timurid Cavalry	8	4	4	3	3	1	4	1	8	40
Subject Nobles	8	4	3	3	3	1	4	1	7	30
Subject Cavalry	8	3	4	3	3	1	3	1	7	26

All have a hand weapon, light armour, buckler and composite bow. May have heavy armour (+1), thrusting spear (+3) and swap buckler for shield (+1). May have cloth barding (+4).

Timurid Cavalry are *Drilled* and *Expert Horsemen*, with *Feigned Flight*. May be *Veteran* (+1). May have lance (+8). If lance is taken, they lose *Feigned Flight* but gain *First Charge*. Units that do not have heavy armour or lance may be designated *Light Cavalry* (+2). They then have *Parthian Shot*. Subject Nobles are *Eastern Shock Cavalry*.

All heavy cavalry may be fielded dismounted (Timurids -16, Subject Nobles -14, Subject Cavalry -9)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turco-Mongols	8	3	3	3	3	1	3	1	7	29

All have a hand weapon and composite bow. *Skirmishers. Nomad Cavalry.* May be *Veteran* (+1). May have throwing or thrusting spear (+3) and shield (+1).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	4	3	3	1	4	1	7	16
Afghan Archers	5	2	3	3	3	1	3	1	5	7
Afghan Spearmen	5	3	3	3	3	1	3	1	5	9
Militia	4	2	3	3	3	1	3	1	5	6

All archers have a hand weapon, composite bow and shield. May have light armour (+2). *Light Infantry.* Afghan Archers have a hand weapon and composite bow. *Skirmishers.* Afghan Spearmen have a hand weapon, halberd and buckler. *Open Order, Warband.*

Militia Archers have improvised weapons and composite bow. *Light Infantry. Levies.*

ALLIES

The army may have allies from the Steppe Nomad list (Turcomans) or the Muslim Indian list. It may have elephants from that list without any other troops being taken, but the maximums above apply rather than those in the Muslim Indian list. The elephants may have barding (+8).

97. HUSSITE

1420 AD to 1434 AD

The Hussites drew their name from Jan Hus, a reformist that led a heresy in the first half of the 15th century, denouncing the immorality of the clergy. The modernity of the beliefs of the Hussites should strike the reader: they thought that communion should be received by anyone, and not only the priests, that women were equal to men, and that the Bible should be translated from Latin in readable languages! Of course, these teachings attracted the attention of the Pope, who called for a Crusade against these heretics! During a decade, crusade after crusade crashed against the wagenburgs of the Hussites. Their main weapons were large war wagons filled with crossbowmen and handgunners or artillery, that protected them from the knights. The Hussites were finally beaten by themselves, with the dissensions between the different sects of the movement splitting its cohesion and allowing the crusaders to finally defeat them.

ARMY COMPOSITION

Characters: Up to 25%

Cavalry: Up to 25%

War Wagons and Infantry: At least 50%

Artillery: Up to 25%

Allies: Up to 25%

0-1 HUSSITE LEADER

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	4	3	4	4	2	4	2	10	236

Hand weapon, shield and heavy armour. *Army General.*

May ride a horse (+9). If dismounted, may replace the shield with a double handed weapon (+2) and may have partial plate armour (free).

CAPTAINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	4	3	4	4	2	5	2	8	86

The Captain has a hand weapon, heavy armour and shield. He may ride a horse (+9). If dismounted, he may replace the shield with a double handed weapon (+2) and he may have partial plate armour (free).

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bohemians	8	4	3	3	3	1	4	1	8	49
Hussite	8	3	3	3	3	1	3	1	7	24
Crossbowmen	8	2	3	3	3	1	3	1	6	17

Bohemians have a hand weapon, partial plate armour, lance and shield, and ride warhorses. *First Charge. Shock Cavalry.* Warhorses may have cloth barding (+3).

Hussites have a hand weapon, light armour, thrusting spear and shield. May have heavy armour (+1).

Crossbowmen have a hand weapon and light crossbow. *Skirmishers.* They may have light armour (+2).

WAR WAGONS & INFANTRY

WAR WAGONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	6	-	-	-	6	4	-	-	-	150
Crew	4	3	3	3	3	1	4	1	8	

One War Wagon may be designated as Army Standard (+25). It is subject to all rules for Army Standard Bearer, with the War Wagon being the Army Standard model.

WAGON TABOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	-	-	-	-	6	4	-	-	-	25
Crew	4	3	3	3	3	1	4	1	8	

Note that the profile of the Hussite Tabors is better than the one given in the main Wagon Tabor rules. Crewmen are equipped with a hand weapon, light armour, and halberd. *Stubborn*. May have either handgun or crossbow (+4)

HUSSITE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot Soldier	4	3	3	3	3	1	3	1	6	14

Foot Soldiers have a hand weapon, light armour and halberd. *Stubborn*. They may have heavy armour (+1) and pavises (+2).

Halberd may be exchanged for handgun or crossbow (+2).

Any Hussite Infantry unit may start the game deployed behind defences (chains between two tabors) for +30pts. As long as the unit doesn't move, it counts as being behind a defended obstacle when fighting to its front.

Note: though we have not found any evidence for the existence of foot soldiers with missile weapons fighting outside war wagons or tabors, we have left this option as provision was made for it in a previous army list.

Taranisces

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	6	32
Gun				5		2				

The unit is composed of a taranisces and two crewmen. Crewmen have hand weapons. Taranisces count as light bolt throwers as described page 129 of Warhammer Ancient Battles.

You may have up to 1 Taranisces gun per every two war wagons or wagon tabors fielded in your army.

ARTILLERY

Cannons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	6	
Gun				7						82

The unit is composed of a cannon and three crewmen. Up to three additional crewmen may be added for +10pts each. Crewmen have a hand weapon.

ALLIES

May have allies taken from the Polish list.

98. ORDNANCE BURGUNDIAN 1471AD-1477AD

Starting in 1471, Charles the Bold proclaimed a series of ordinances aimed at his army. These ordinances dictated the organisation, training, tactics, recruitment and equipment of a standing army at the service of the Duke of Burgundy that propelled Burgundy into the Renaissance. At the head of this revolutionary army, Charles the Bold clashed with the Swiss.

But even the best tool needs a fine craftsman, and Charles was not this kind of man. Three times he faced the Swiss in battle, and three times he was defeated. Twice he managed to rebuild his army, but the third time, at Nancy in 1477 he was killed during the battle, only to be found two days later, half eaten by wolves. The last Valois Duke of Burgundy was dead, and with him all ambitions for the Grand Duchy of the West. "It is not necessary to hope in order to undertake, nor to succeed in order to persevere." said Charles the Bold. He paid for his beliefs with his life.

ARMY COMPOSITION

Characters: Up to 25%

Ordinance Lances: Up to 33%

Ordinance Foot: At least 50%

Mercenaries: Up to 33%

Artillery: Up to one Cannon per every 700pts.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Charles the Bold	4	5	3	4	4	3	5	2	9	151

Charles has a hand weapon and full plate armour. *Army General*. May have double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	3	4	4	2	5	2	8	89
Standard Bearer	4	4	3	3	4	2	4	2	8	109

The Captain has a hand weapon and full plate armour. May have a shield (free), and may have a double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6).

The Standard Bearer has a hand weapon and full plate armour. *Army Standard Bearer*. May ride a warhorse (+16) that may be barded (+4).

ORDNANCE LANCES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	4	3	3	3	1	4	1	8	48
Retainer	8	3	3	3	3	1	3	1	7	28

Mounted Knights have hand weapon, full plate armour and lance. They ride warhorses and may have barding (+4). *Shock Cavalry. First Charge*. Any unit may dismount (-26, M reduced to 4) and replace their lance with a double handed weapon. They lose their *Shock Cavalry* and *First Charge* special rules and gain the *Riding Horses* special rule.

Retainers have hand weapon, lance and partial plate armour. They ride horses. Any unit may dismount (-12, M reduced to 4) and replace their lance with halberd. They gain the *Riding Horses* special rule. You may have up to 2 Retainers models per Knight model.

Retainers may form the rear rank(s) of Knights units. The whole unit is a *Combined Unit*.

The smallest Knight unit in the army may be upgraded to Household Guard (+6). Household Guards have WS5, are *Stubborn* and *Veteran*.

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ordinance Archer	4	4	3	3	3	1	4	1	8	19
Ordinance Pike	4	3	3	3	3	1	3	1	7	14
Ordinance Foot	4	3	3	3	3	1	3	1	7	14

Ordinance Archers have hand weapon, light armour, hand and a half sword (count as halberd), buckler and longbow. May have *Stakes* (+1) and heavy armour (+1). Up to a third of the models in the unit may replace hand and a half sword and longbow with a pike (-1), forming the front ranks. Such unit counts as a *Combined Formation*. As long as the first rank is made entirely of pikemen, any mounted model fighting the unit in its front suffers a -2 to penalty and loses all weapon charge bonuses and any special rule associated with a charge.

Ordinance Pikes have hand weapon, light armour, buckler and pike. May have heavy armour (+1). *Medieval Phalanx*.

Ordinance Foot have light armour and crossbow or handgun. *Light Infantry*.

MERCENARIES

All these units are Unreliable.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Flemish Pikemen	4	3	3	3	3	1	3	1	7	12
English Archer	4	3	3	3	3	1	4	1	8	17
Feudal Knight	8	4	3	3	3	1	4	1	7	40
Italian Crossbowmen	8	3	3	3	3	1	3	1	7	22

Flemish Pikemen have hand weapon and pike. They may have light armour (+2) or heavy armour (+3). *Medieval Phalanx*. If the first round of any combat that the pikemen initiated (either by charging or pursuing into a fresh enemy) the pikemen do not get the +1 combat bonus for being close order.

English Archers have hand weapon, light armour and longbow. *Veteran*. They may have a hand-and-a half sword (+2, counts as halberd), and buckler (free). May have heavy armour (+1). May be *Stubborn* (+3). May be *Riding Horses* (+1) or have *Stakes* (+1).

English Archers may use Massed Missiles even after moving. When using Massed Missiles, the first two ranks of the unit fire at full effect, with other ranks using Massed Missiles as usual. They may fire at chargers without suffering the usual -1 to hit penalty.

Feudal Knights have hand weapon, partial or full plate armour, lance and shield. *Shock Cavalry*. *First Charge*. *Warband rule #3 and 5*. May be mounted on a warhorse (+7) that may have cloth barding (+3).

Italian crossbowmen have hand weapon, light armour and light crossbow. *Light Cavalry*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Organ Gun										
Crew	4	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon or Organ Gun and 3 crew. You may add up to 3 additional crew for +10 each. The crew have a hand weapon and may have light armour (+2).

99. WAR OF THE ROSES ENGLISH

1455AD-1487AD

The War of the Roses is the name given to a series of dynastic struggles that led to civil war in England between 1455 and 1487 and that opposed rival branches of the House of Lancaster: the Yorkists (with their white rose) and the Lancastrians (and their red rose, hence the name given to these conflicts). The war ended with the marriage of Henry Tudor and Elizabeth of York, and the foundation of the Tudor dynasty. Field battles were dominated by the longbowmen, used in large numbers by both sides, the knights usually fighting dismounted with the occasional foreign mercenaries or allies joining the fighting. The list allows you to build either a Lancastrian army (L), a Yorkist army (Y), a Tudor army (T), the army of Ricard III (R) or the ill-fated Yorkist Pretenders (YP). You may only select unit without label and the ones with your chosen faction label.

ARMY COMPOSITION

Characters: Up to 25%

Horse: Up to 33% (Up to 20% in Yorkist Pretenders armies)

Foot: At least 50% (Up to 33% in Yorkist Pretenders armies)

Militia: Up to 50%

Foreigners: Up to 25% (At least 50% in Yorkist Pretenders armies)

Artillery: Up to one Cannon per every 1400pts.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	3	4	4	3	5	2	9	151

The General has a hand weapon and full plate armour. *Army General*. May have double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	5	3	4	4	2	5	2	8	89
Standard Bearer	4	4	3	3	4	2	4	2	8	109

The Captain has a hand weapon and full plate armour. May have shield (free), double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6). The Standard Bearer has a hand weapon and full plate armour. *Army Standard Bearer*. May ride a warhorse (+16) that may be barded (+4).

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted Men at Arms	8	3	3	3	3	1	4	1	8	48
Hobilaris	8	3	3	3	3	1	3	1	7	24

Mounted Men at Arms have hand weapon, full plate armour, lance and shield. They ride warhorses and one unit may have barding (+4). *Shock Cavalry. First Charge*. One unit may be upgraded to Household (+3). Household Men-at-Arms have WS4 and are *Veteran*. They must be led by the General at all times. Men at Arms may dismount (-25) and then have a hand weapon, double handed weapon and full plate armour. *Stubborn*. May be *Riding Horses* (+1).

Hobilaris have hand weapon, thrusting spear and heavy armour. May have lance (+3).

RETINUE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue Archers	4	4	3	3	3	1	4	1	8	17
Retinue Billmen	4	3	3	3	3	1	3	1	7	12

Retinue Archers have hand weapon, buckler, light armour and longbow. May have *Stakes* (+1).

Retinue Billmen have hand weapon, halberd and light armour. They may have heavy armour (+1).

Dismounted Men-at-Arms, or Billmen, may form *Combined Units* with Retinue Archers. They may form up to 33% of such units. Retinue Archers may use *Massed Missiles* even after moving. When using *Massed Missiles*, the first two ranks of the unit fire at full effect, with other ranks using *Massed Missiles* as usual. They may fire at chargers without suffering the usual -1 to hit penalty.

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	2	1	6	7
Billmen	4	2	3	3	3	1	2	1	6	5

Archers have improvised weapons and longbow. *Levies. Open Order.*

They may have *Stakes* (+1).

Billmen have hand weapon and halberd. *Levies.* May have light armour (+2).

FOREIGNERS

All these units are *Unreliable*, except Irish and Islemen Warriors when these are fielded in a Yorkist Pretenders army.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Border Infantry (L, Y, R)	4	2	3	3	3	1	3	1	6	9
Welsh (L, T)	5	3	3	3	3	1	3	1	6	9
Irish (YP)	5	3	3	3	3	1	3	1	5	9
Bidets (T, YP)	5	2	3	3	3	1	3	1	5	6
Islemen Warriors (YP)	4	4	3	3	3	1	4	1	8	22
0-1 Pikemen (Y, YP)	4	3	3	3	3	1	3	1	8	16
Crossbowmen (L, T, YP)	4	3	3	3	3	1	3	1	7	14
0-1 Handgunners (T, YP)	4	3	3	3	3	1	3	1	7	14

Border Infantry have hand weapon, thrusting spear and shield. Every second unit may be mounted on horses (+10, M increased to 8).

Welsh have throwing or thrusting spear and buckler. May have javelins (+1) or exchange throwing spear and buckler for longbow (+1). *Light Infantry* if equipped with longbow, *Open Order* if not.

Irish have *Mixed Weapons* and buckler. *Warband. Light Infantry.*

Bidets have hand weapon, javelins and buckler. *Skirmishers.*

Islemen Warriors have hand weapon, double handed weapon and heavy armour. They may exchange double handed weapon for thrusting spear and shield (free). They are *Veteran* and *Stubborn*.

Pikemen have hand weapon, pike and heavy armour. *Medieval Phalanx.* May be *Stubborn* (+3). Pikemen are not limited to 0-1 in Yorkist Pretenders armies.

Crossbowmen have hand weapon, light armour and crossbow. *Open Order*.
Handgunners have hand weapon, light armour and handgun. *Skirmishers*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										82
Organ Gun										
Crew	4	2	3	3	3	1	3	1	6	

An artillery unit is made of one Cannon or Organ Gun and 3 crew. You may add up to 3 additional crew for +10 pts each. The crew have a hand weapon and may have light armour (+2).

100. LATE MEDIEVAL FRENCH 1445AD-1495AD

Weariness with the inefficiency of the old feudal heritage of the French host led King Charles VII to proclaim a series of Ordnaances, beginning in 1445, which altered the old French army into a new force, definitely modern, that shaped the standing armies of the following centuries. The heart of this new army was the Companies of Ordnance, composed of a knight and his retinue, all being paid for their services. In 1448, a new Ordinance created the Franc Archers, a corps of soldiers that served in exchange for a tax exemption. Despite their bad reputation, the Franc Archers proved to be useful at the Battle of Castillon, where they were one of the keys to victory, although it should be noted that it was their only feat of arms worthy of mention.

One of the main features of the French army of the middle of the 15th century was its formidable artillery train, developed under the guidance of the Bureau brothers, famous gun masters. The employment of artillery en masse proved to be fatal to the English, and the solution to the longbow that had eluded French armies for more than one hundred years.

ARMY COMPOSITION

Characters: Up to 25%

Ordinance Lances: At least 33%

Infantry: Up to 50%

Mercenaries: Up to 50%

Artillery: Up to one Cannon per every 700pts.

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	5	2	9	153

The General has a hand weapon and full plate armour. *Army General*. May have double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6).

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Captain	4	6	3	4	4	2	5	2	8	91
Standard Bearer	4	4	3	3	4	2	4	2	8	118

The Captain has a hand weapon and full plate armour. May have shield (free), and a double handed weapon (if dismounted) (+3). May ride a warhorse (+16) that may be barded (+4). If mounted may have a lance (+6).

The Standard Bearer has a hand weapon and full plate armour. *Army Standard Bearer*. May ride a warhorse (+16) that may be barded (+4).

ORDNANCE LANCES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	5	3	3	3	1	4	1	8	52
Retainer	8	3	3	3	3	1	3	1	7	28
Archer	8	3	3	3	3	1	3	1	7	24

You must have at least one Retainer and one Archer per Knight model. The number of Retainers may not exceed twice the number of Knights and the number of Archers may not exceed three times the number of Knights.

Mounted Knights have hand weapon, full plate armour and lance. They ride warhorses and may have barding (+4). *Shock Cavalry. First Charge. Veteran.*

Retainers have hand weapon, lance and partial plate armour. They ride horses. Retainers may form the rear rank(s) of Knight units. Such unit is a *Combined Formation*.

Archers have hand weapon, thrusting spear and heavy armour. They may dismount (-9), and replace their thrusting spear with a longbow (free). When dismounted, they gain the *Riding Horses* special rule.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foot Soldier	4	3	3	3	3	1	4	1	7	14
Franc Archer	4	2	3	3	3	1	2	1	6	6
Handgunner	4	2	3	3	3	1	3	1	6	12
Bidets	5	2	3	3	3	1	3	1	6	10
Scots Guards	4	4	4	3	3	1	4	1	8	28

Foot Soldiers have hand weapon, heavy armour and halberd. They may have partial plate armour (+1).

Foot soldiers models may not outnumber Franc Archers models.

Franc Archers have improvised weapon and composite bow. *Open Order. Levies*. Every second unit may exchange composite bow for crossbow (+2).

Handgunners have hand weapon, light armour and handgun. *Skirmishers*. Handgunner models may not outnumber Franc Archers models.

Bidets have hand weapon, throwing spears, javelins and buckler. *Skirmishers*.

Scots Guards have hand weapon, half and a hand sword (count as halberd), buckler, partial plate armour and longbow. *Stubborn. Veteran. Riding Horses. Open Order*. The unit may not exceed 12 models.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cannon										94
Organ Gun										
Crew	4	3	3	3	3	1	3	1	8	

An artillery unit is made of one Cannon or Organ Gun and 3 crew. You may add up to 3 additional crew for +10 pts each. The crew have a hand weapon and may have light armour (+2). Please note the higher WS and Ld values of French crew to represent their training.

MERCENARIES

May take Swiss allies.

APPENDIX

Rulebook Errata